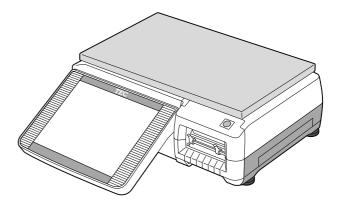


TEC Electronic Computing Scale

SL-5300 SERIES

Owner's Manual



TOSHIBA TEC CORPORATION

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operations of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

(for USA only)

Changes or modifications not expressly approved by manufacturer for compliance could void the user's authority to operate the equipment.

"This Class A digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations." "Cet appareil numéique de la classe A respecte toutes les exigences du Rèlement sur le materiel brouilleur du Canada."

(for CANADA only)

Some procedures described in this manual may be illegal in various state jurisdictions. When there are optional settings to enable various functions or to disable functions. Please ensure that the optional settings for scale operation meet the local requirements of weights and measures. If you are uncertain of specific items, contact the state or county office of weights and measures for clarification.

FO1-31009 **Safety Summary**

Safety Summary

Personal safety in handling or maintaining the equipment is extremely important. Warnings and Cautions necessary for safe handling are included in this manual. All warnings and cautions contained in this manual should be read and understood before handling or maintaining the equipment.

Do not attempt to effect repairs or modifications to this equipment. If a fault occurs that cannot be rectified using the procedures described in this manual, turn off the power, unplug the machine, then contact your authorized TOSHIBA TEC representative for assistance.

Meanings of Each Symbol



This symbol indicates warning items (including cautions). Specific warning contents are drawn inside the \triangle symbol. (The symbol on the left indicates a general caution.)



This symbol indicates prohibited actions (prohibited items). Specific prohibited contents are drawn inside or near the Symbol. (The symbol on the left indicates "no disassembling".)



This symbol indicates actions which must be performed. Specific instructions are drawn inside or near the symbol. (The symbol on the left indicates "disconnect the power cord plug from the outlet".)



WARNING

This indicates that there is the risk of **death** or **serious injury** if the machines are improperly handled contrary to this indication.



Any other than the

specified AC voltage is Do not use voltages other than the voltage (AC) specified on the rating plate, as this may cause fire or electric shock.



■ Do not plug in or unplug the power cord plug with wet hands as this may cause electric shock.



■ If the machines share the same outlet with any other electrical appliances which consume large amounts of power, the voltage will fluctuate widely each time these appliances operate. Be sure to provide an exclusive outlet for the machine as this may cause fire or electric shock.



■ Do not place metal objects or water-filled containers such as flower vases, flower pots or mugs, etc. on top of the machines. If metal objects or spilled liquid enter the machines, this may cause fire or electric shock.



■ Do not insert or drop metal, flammable or other foreign objects into the machines through the ventilation slits, as this may cause fire or electric shock.



■ Do not scratch, damage or modify the power cords. Also, do not place heavy objects on, pull on, or excessively bend the cords, as this may cause fire or electrical shock.

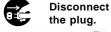


■ If the machines are dropped or their cabinets damaged, first turn off the power switches and disconnect the power cord plugs from the outlet, and then contact your authorized TOSHIBA TEC representative for assistance. Continued use of the machine in that condition may cause fire or electric shock.



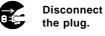
■ Continued use of the machines in an abnormal condition such as when the machines are producing smoke or strange smells may cause fire or electric shock. In these cases, immediately turn off the power switches and disconnect the power cord plugs from the outlet. Then, contact your authorized TOSHIBA TEC representative for assistance.

FO1-31009 **Safety Summary**





■ If foreign objects (metal fragments, water, liquids) enter the machines, first turn off the power switches and disconnect the power cord plugs from the outlet, and then contact your authorized TOSHIBA TEC representative for assistance. Continued use of the machine in that condition may cause fire or electric shock.





■When unplugging the power cords, be sure to hold and pull on the plug portion. Pulling on the cord portion may cut or expose the internal wires and cause fire or electric shock.



■ Ensure that the equipment is properly grounded. Extension cables should also be grounded. Fire or electric shock could occur on improperly grounded equipment.



■ Do not remove covers, repair or modify the machine by yourself. You may be injured by high voltage, very hot parts or sharp edges inside the machine.



CAUTION This indicates that there is the risk of personal **Injury** or **damage** to objects if the machines are improperly handled contrary to this indication.

Precautions

The following precautions will help to ensure that this machine will continue to function correctly.

- Try to avoid locations that have the following adverse conditions:
 - Temperatures out of the specification
- Direct sunlight
- High humidity

Shared power source

- Excessive vibration
- Dust/Gas

- Do not subject the machine to sudden shocks.
- Do not press the keys too hard. Keys will operate correctly if they are touched lightly.
- Clean the cover and keyboard, etc. by wiping with a dry cloth or a cloth soaked with detergent and wrung out thoroughly. Never use thinner or other volatile solvent for cleaning.
- To ensure that the scale is operating correctly, place a known weight on the platter and check it for correct weight measurement. This should be done every morning before starting normal operations.
- When moving the machine, take hold of the case and lift the machine. Never hold the remote unit.
- Do not place the machines on unstable or slanted surfaces, as they may drop or fall and cause injury.
- USE ONLY TOSHIBA TEC SPECIFIED paper.
- DO NOT STORE the paper or ribbons where they might be exposed to direct sunlight, high temperatures, high humidity, dust, or gas.
- Ensure the machine is operated on a level surface.
- Any data stored in the memory of the machine could be lost during a machine fault.
- Try to avoid using this equipment on the same power supply as high voltage equipment or equipment likely to cause mains interference.
- Unplug the machine whenever you are working inside it or cleaning it.
- Keep your work environment static free.
- Do not place heavy objects on top of the machines, as these items may become unbalanced and fall causing injury.
- Do not block the ventilation slits of the machines, as this will cause heat to build up inside the machines and may cause fire.
- Do not lean against the machine. It may fall on you and could cause injury.
- Care must be taken not to injure yourself with the printer paper cutter.
- Unplug the machine when it is not used for a long period of time.

Request Regarding Maintenance

- Utilize our maintenance services.
 - After purchasing the machine, contact your authorized TOSHIBA TEC representative for assistance once a year to have the inside of the machine cleaned. Otherwise, dust will build up inside the machines and may cause a fire or a malfunction. Cleaning is particularly effective before humid rainy seasons.
- Our preventive maintenance service performs the periodic checks and other work required to maintain the quality and performance of the machines, preventing accidents beforehand.
 - For details, please consult your authorized TOSHIBA TEC representative for assistance.
- Using insecticides and other chemicals
 - Do not expose the machines to insecticides or other volatile solvents. This will cause the cabinet or other parts to deteriorate or cause the paint to peel.

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CAUTION!

- 1. This manual may not be copied in whole or in part without prior written permission of TOSHIBA TEC.
- 2. The contents of this manual may be changed without notification.
- 3. Please refer to your local Authorised Service representative with regard to any queries you may have in this manual.

1. INTRODUCTION EO1-31009

1. INTRODUCTION

1. INTRODUCTION

Thank you for purchasing the TOSHIBA TEC SL-5300 Series Electronic Computing Scale.

TEC SL-5300 series has many features and functions designed for user friendliness as well as complete customer satisfaction. We believe that your needs will now be fully satisfied, and you will have total reliability in price calculations.

Please read carefully and understand this manual to help gain maximum performance of this product. For most queries please refer to this manual and keep it safe for future reference.

This scale has the following features:

[Operation Panel and Customer's Display]

A 10.4-inch color TFT, a touch screen panel, and the tilt mechanism are adopted for the operation panel, which provide wide viewing angle and much higher degree of operability.

The customer's display is a built-in 2-row 5x7 dots by 20 columns vacuum fluorescent display (VFD). It can be replaced with an optional display unit, such as a built-in 256x64-dot VFD and remote type display.

[Printer]

Adoption of the front loading label cassette makes the media replacement easier and extra space for the scale side unnecessary.

The printer can print up to 80-mm-wide labels with the maximum print speed of 4"/sec., allowing production of a variety of print formats.

[Firmware]

The firmware of this machine enables the following functions.

- 1. Average unit price can be printed.
- 2. PLU library listed in alphabetic order
- 3. Sales promotion time schedule
- 4. "+Tax" can be printed on the label.
- 5. Some nutrition facts templates are provided.
- 6. Store coupon can be printed on the label.
- 7. Slide show is displayed on the operation panel.
- 8. Wireless LAN function is optionally available.

[Interface]

One RS-232C port and two slots of PCMCIA interface are provided as standard. The PCMCIA interface accommodates an Ethernet 10BASET (LAN) and ATA card.

[Options]

The following options are available to this scale.

MEMO PC Board: PLU memory can be expanded up to 4MB.

Built-in 256x64-dot VFD: Replacing the standard 5x7-dot VFD with the 256x64-dot VFD will make

the customers' visibilities higher.

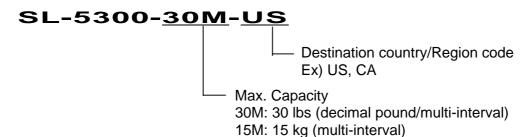
Two types of remote display: 5x7-dot VFD and 256x64-dot VFD are Remote Display:

available so that you can choose one according to your budget.

1.1 Applicable Model

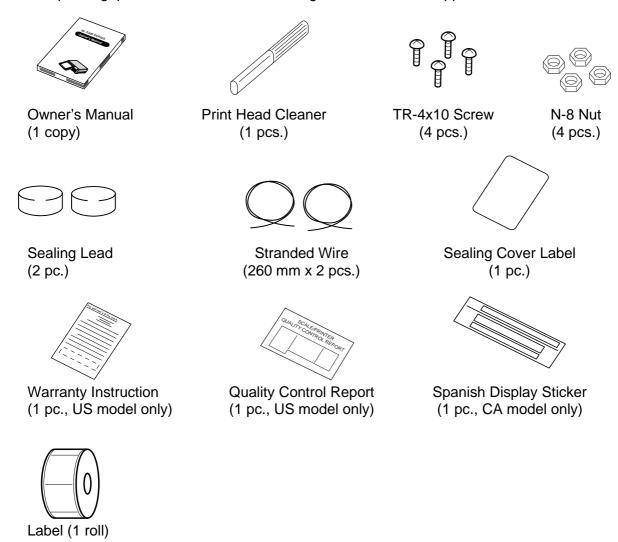
- SL-5300-30M-US
- SL-5300-15M-CA

The description of the model number is as follows.



1.2 Accessories

When unpacking, please check that the following accessories are supplied with the scale.



2. SPECIFICATION

2.1 Scale

Item	30 lb scale (US model)	15 kg scale (CA model)	
Maximum capacity	30 lb	15 kg	
Minimum Scale Division	0.005 lb (0 to 15 lb)	0.002 kg (0 to 6 kg)	
	0.01 lb (15 to 30 lb)	0.005 kg (6 to 15 kg)	
Maximum Tare	2 lb	1 kg	
Display Range	0 to 30.05 lb	0 to 15.025 kg	
Unit Price Pre-settable	\$0.01 to \$99.99		
Minimum Price Display	\$0.01		
Power Requirement	AC 85V to 138V, 50/60 Hz±2%		
Power Consumption	90W/1.5A (when printing), 40W/0.6	A (Stand-by)	
Temperature Limits	23°F to 95°F (-5°C to +35°C)		
Relative Humidity	30% to 80% (No condensation)		
Message Display	Operator's display: 10.4 inch color		
	Customer's display: 5x7 dots 20 ch	,	
		ull dot display (Option)	
Unit Price	4 digits		
Total Price	5 digits		
Touch Panel	Thin Film Resistor		
Capacity of PLU Memory	2300 PLUs (standard), 17300 PLUs	s max. (Option)	
Print Head	Thermal Print Head		
Media Issue Method	Strip/Batch		
Dot Density	203 dots/inch (8 dots/mm)		
Print Speed	Supersensitive label: 4 inches/sec.		
	Normal sensitive label: 3 inches/sec. (76 mm/sec.)		
Available Media width	,		
	48 mm to 80 mm (Variable length la	abels 48 mm or 57 mm)	
Recommended Media			
Thermal label	VHTS, VHNS,GFTS,GFNS (OSP)/0	Outer diameter: ∅3.94 inches	
	(100mm) (Max.)	•	
Variable length label	VHTS, VHNS,GFTS,GFNS (OSP)/	Outer diameter: ∅3.94 inches	
	(100mm) (Max.)	0	
Thermal receipt	PD-152R, PD-150R (OJI PAPER)/	Outer diameter: Ø3.15 inches	
	(80mm) (Max.)		
Interface	PCMCIA interface 2 slots (LAN, AT	A card, wireless LAIN)	
Dimonois as (Ammass)	RS-232C interface 1 channel	(D) v Min C 4 in about (LI)	
Dimensions (Approx.)	17.7 inches (W)x Max. 18.4 inches		
Maight	450 mm (W) x Max. 468 mm (D) x	win. 155 mm (H)	
Weight	36.6 lb (16.6 kg)		

NOTE: The CA model is changeable between 30-lb scale and 15-kg scale as program option. For details, please contact the nearest TOSHIBA TEC service representative.

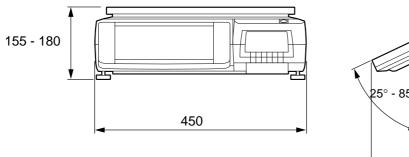
2.2 Option

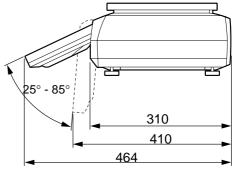
Option Name	Model No.	Description
Built-in Customer's	OP-5300-FBIU-US	A 256x64-dot Vacuum Fluorescent Display
Display	(US model)	(VFD). Installing this display in place of the
	OP-5300-FBIU-CA	standard 5x7-dot VFD enhances the customers'
	(CA model)	visibility.
Remote Customer's	OP-5300-57PIU	A 5x7-dot VFD (20 characters x 2 lines) remote
Display (Pole Type)		type customer's display. When this option is
		used, the standard customer's display does not
		work. Please take the height of the remote
		display into consideration.
	OP-5300-FPIU	A 256x64-dot VFD remote type customer's
		display. When this option is used, the standard
		customer's display does not work. Please take
		the height of the remote display into
		consideration.
MEMO PC Board	OP-5300-PIGGYBACK-1MB	PLU Memory expansion PC board containing
		1M byte RAM as standard. The memory can be
		expanded up to 4M bytes (Max. 17300 PLUs).
Label Cassette	KS-53	A spare label cassette

NOTE: To purchase these options, please contact the nearest TOSHIBA TEC service representative or sales agent.

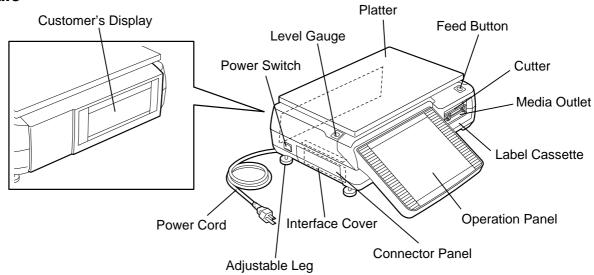
3. APPEARANCE

3.1 Dimensions

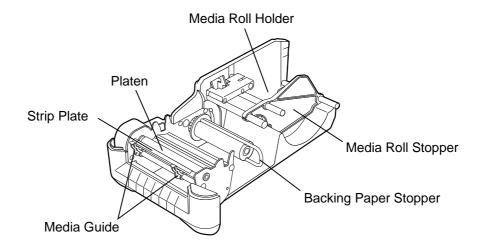




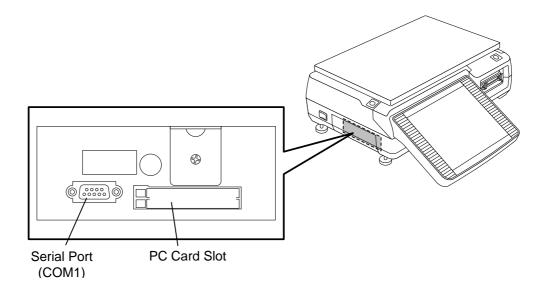
3.2 Scale



3.3 Label Cassette



3.4 Connector Panel



4. PROCEDURE BEFORE DAILY OPERATION

4.1 Installation of the Scale

WARNING!

When installing the scale, avoid locations that have the following adverse conditions. Failure to do this may cause a fire, electric shock, or injury.

Direct sunlight, high temperature, high humidity, rapid temperature change, vibrations, dust, near a device generating magnetism or electromagnetic wave, near fire or moisture, unstable table.

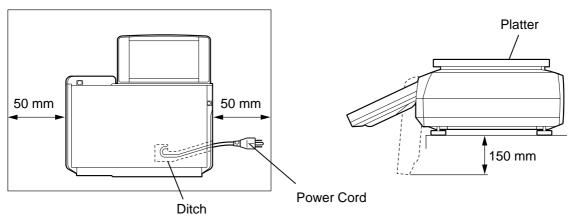
CAUTION!

Basically, the power cord should come out from the left side of the scale being fitted into the ditch of the scale bottom. If it cannot, care must be taken when adjusting the adjustable legs so as not to squash the power cord.

Install the scale on the well-ventilated, plane and level surface. Be sure to provide enough space around the scale as follows for easy operation.

As viewed from the top

As viewed from the right side



NOTES:

- 1. Remove anything that touches or may touch the platter around the scale. Failure to do this may cause incorrect weighing operation.
- 2. Avoid the location where the scale is subject to the direct wind from the air conditioner. Failure to do this may cause incorrect weighing operation.
- 3. TOSHIBA TEC will not guarantee any problems with the scale and the peripheral devices caused by installation or removal of the peripherals by yourself.

4.2 Preparation

Before starting the business hours, perform the following preparatory operations.

- 1. Plug in the scale. (Refer to Section 5.)
- 2. Adjust the level of the scale. (Refer to Section 6.)
- 3. Turn ON the power switch. (Refer to Section 7.)
- 4. Adjust the angle of the operation panel. (Refer to Section 9.)
- 5. Load the media. (Refer to Section 8.)

After the business hour is over, clean the scale.

- 1. Turn OFF the power switch. (Refer to Section 7.)
- 2. Clean the scale. (Refer to Section 11.)

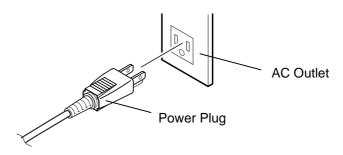
5. INSERTING THE POWER CORD

WARNING!

- 1. Be sure to insert the power plug into the rated outlet. Failure to do this may cause fire or electric shock.
- 2. Do not share the same outlet with any other electrical appliances or do not use an extension cord. Over capacity may cause fire or electric shock.
- 3. Do not excessively bend, pull on, damage, place a heavy object on, or heat the power cord. Damaged power cord may cause fire or electric shock.
- 4. Do not plug in or unplug the power cord with wet hands, as this may cause an electric shock.
- 5. Be sure to fully insert the power plug into the AC outlet. Failure to do this may cause fire or electric shock.
- 6. Be sure to hold and pull on the plug when disconnecting the power cord. Pulling on the cord instead of the plug may break the internal wires, which may cause fire or electric shock.
- 7. Clean the plug for a few times a year. The power plug may collect dirt and this may cause fire.

CAUTION!

- 1. Do not share the AC outlet with any other electrical appliances that consume a large amount of power. Doing so may affect the operation of this machine as the voltage will fluctuate widely each time these appliances operate.
- 2. Be sure to turn OFF the power before plug in the power cord. Failure to do this may cause a short-circuit resulting in a machine failure.
- 1. Make sure that the power switch is in the OFF position.
- 2. Insert the power plug into the AC outlet completely.



6. LEVEL ADJUSTMENT

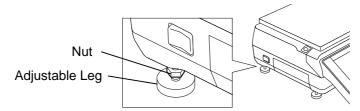
WARNING!

Care must be taken not to squash the power cord by the scale when adjusting the level, as this may cause electric shock or fire.

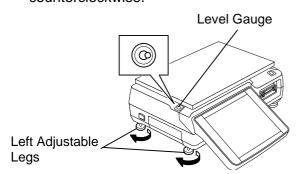
For correct weighing operations, be sure to level the scale. Turn the four adjustable legs so that the bubble in the level gauge is positioned at the center.

NOTES:

- 1. Make sure that the scale is leveled before the business hour starts.
- 2. To prevent the level adjustment from being changed unconsciously and the power cord from being squashed, fixing the adjustable legs with the enclosed nuts is recommended.

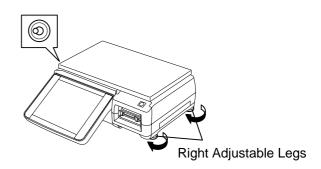


 When the bubble is positioned rightward.
 Turn the left adjustable legs clockwise, or turn the right adjustable legs counterclockwise.

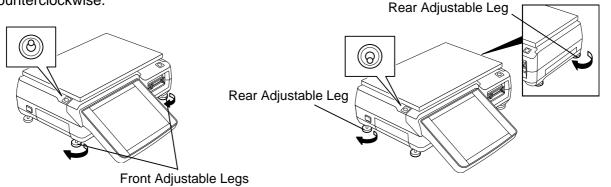


• When the bubble is positioned leftward.

Turn the right adjustable legs clockwise, or turn the left adjustable legs counterclockwise.



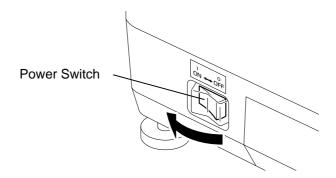
 When the bubble is positioned backward.
 Turn the front adjustable legs clockwise, or turn the rear adjustable legs counterclockwise. When the bubble is positioned frontward.
 Turn the rear adjustable legs clockwise, or turn the front adjustable legs counterclockwise.



7. TURNING THE POWER ON/OFF

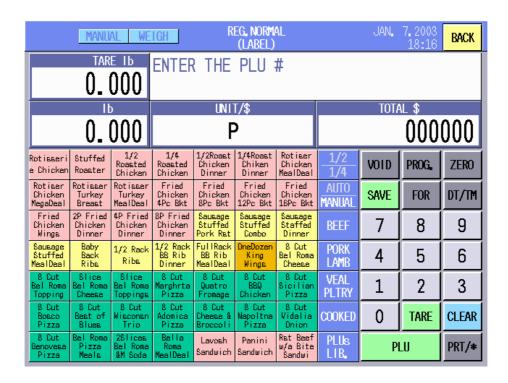
7.1 Turning the Power ON

- 1. Make sure that the power plug is fully inserted into the AC outlet.
- 2. Make sure that nothing is placed on the platter, and then turn ON the power switch.



NOTE: While the power switch is ON, the memory backup battery is charged. Therefore, data in the memory may be deleted if the battery voltage drops. Consult your TOSHIBA TEC service representative in case the scale will not be used for a long period of time (more than 30 days).

3. The last display before turning OFF the switch follows about 10-second scanning display.

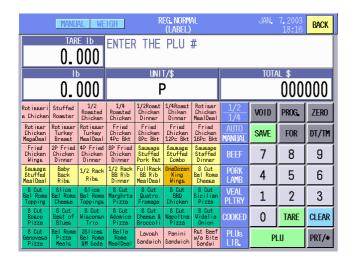


NOTE: If the power does not turn on or an error message appears, refer to Section 23, TROUBLESHOOTING or Section 24, ERROR MESSAGE TABLE.

7.2 Turning the Power OFF

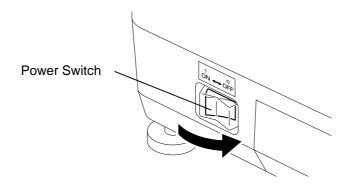
CAUTION!

- 1. Do not turn off the power during printing. Doing so may cause a paper jam or machine failure.
- 2. Do not turn off the power in the middle of operation. Doing so may cause a malfunction.
- 3. Do not turn off the power while the PC card is being accessed. Doing so may destroy the data in the PC card.
- 1. Make sure that the Registration Mode Initial screen or Main Menu is displayed.





2. Turn OFF the power switch.



8. LOADING/REPLACING THE MEDIA

WARNING!

- 1. Do not touch the print head or around the print head, or you may get burned as the print head becomes very hot during printing.
- 2. Do not touch the cutter blade, as this may cause injury.
- 3. Firmly hold the bottom of the label cassette when pulling it out. Failure to do this may cause the label cassette to drop, resulting in injury.

CAUTION!

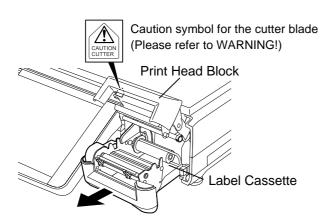
Do not push down or hit the print head, as this may cause a machine failure.

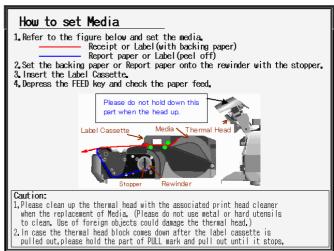
In this section how to load or replace the label is described. Please use TOSHIBA TEC-approved labels only. For the label specification, refer to Section 2.1.

NOTES:

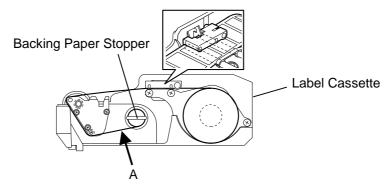
- 1. The label loading procedure differs according to the issue modes: Batch and Strip.
- 2. When purchasing the labels, contact the nearest TOSHIBA TEC service representative.
- 3. The loading procedure of receipt is same as that of the label. (Receipts are used in the Report and Reset mode.)

1. Pull out the label cassette. See the label loading procedure displayed on the operation panel just for your reference.



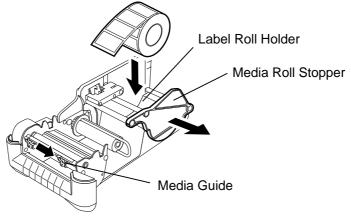


NOTE: When replacing the label, first cut the backing paper at the position of arrow A, remove the backing paper stopper, move the media roll stopper to the right, and remove the label roll and the backing paper roll from the label cassette.

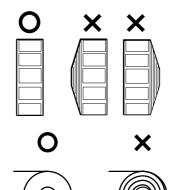


2. Move the media guide and the media roll stopper to the right and place a label roll into the label

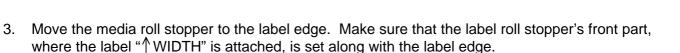
roll holder.

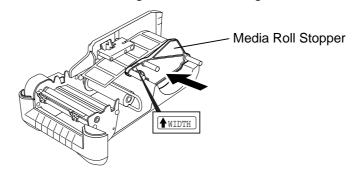


NOTES: 1. When the inner part of the label roll is protruding, flatten it on a level surface.

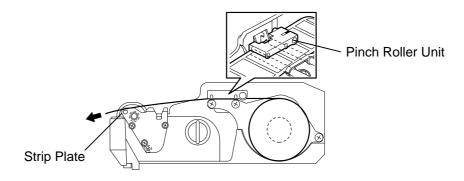


2. Do not use labels rolled loose, as this may cause a paper jam. Re-roll the label tightly.

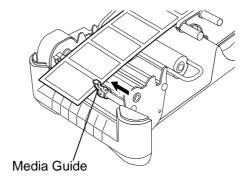




4. Pull the top end of the label past the strip plate so that the labels pass under the pinch roller unit.

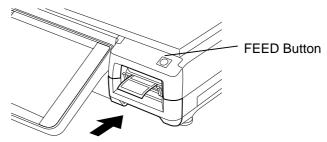


5. Move the media guide to the label edge.

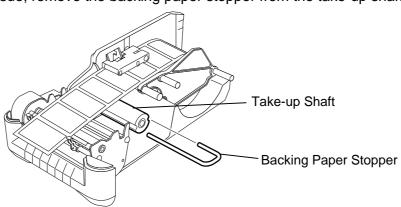


NOTE: When the labels are issued in strip mode, provide about 1 mm gap between the backing paper edge and the media guide.

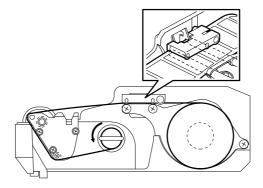
6. To issue the label in the strip mode, skip this step. To issue the label in the batch mode, push the label cassette into the scale with the top edge of the label protruding from the media outlet. Press the [FEED] button to check that the labels are fed properly. Now the label loading for the batch mode is completed.



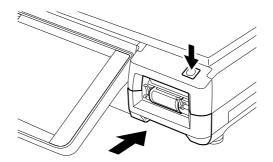
7. When using the strip issue, remove the backing paper stopper from the take-up shaft.



8. Remove enough labels from the leading edge of the label stock to leave 40 - 50 cm of backing paper. Thread the backing paper through the printer as shown below, and fix the top edge of the backing paper to the take-up shaft with the backing paper stopper. Then turn the take-up shaft counterclockwise for a few times.



9. Push back the label cassette into the scale, and press the **[FEED]** button to check that the labels are fed properly.



9. OPERATION PANEL

9.1 Operational Precautions

The operation panel should be operated carefully. Follow the precautions provided below.

WARNING!

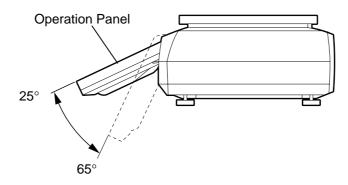
- 1. Though the operation panel is water-proof constructed, do not touch it with wet fingers or hands. Doing so may cause electric shock or machine failure.
- 2. Should the liquid crystal leak out of the operation panel, do not touch it or you may have a rash. If it is attached to your skin or clothes, wash it away immediately with clean water.

CAUTION!

- 1. Operate the operation panel only with fingers. Do not use a sharp object like a pen, as this may cause a machine failure.
- 2. Just press the touch screen panel lightly. Do not hit or give excessive pressure to the operation panel, as this may cause a machine failure.
- 3. Do not place anything on the operation panel. Doing so may cause a machine failure.

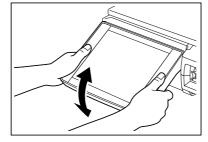
9.2 Tilt Angle Adjustment

The tilt angle of the operation panel can be freely adjusted in a range of 25° to 65°. Adjust the angle to your best position so that the reflection of the room light or outside light is minimized and you can operate the operation panel at ease.



CAUTION!

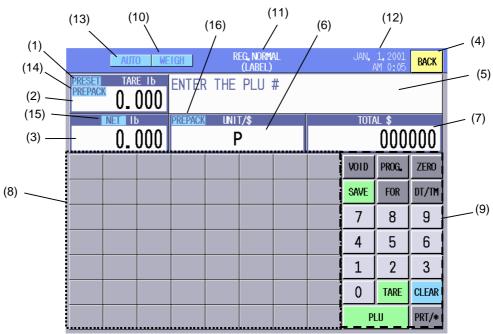
Be sure to hold the frame of the operation panel when adjusting the tilt angle. Excessive pressure to the display may cause a machine failure.



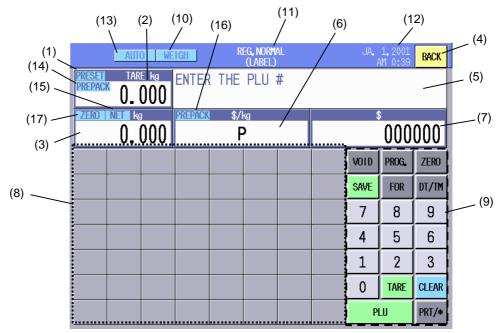
9.3 Layout of the Operation Panel

This section describes the layout of the screen displayed in the operation panel. The screen differs according to the modes and menus. The examples shown below are those that appear in the Registration mode.

1) US Model



2) CA Model



(1) Preset tare lamp: Lights when a tare preset to the PLU is called. (See NOTE.)

(2) Tare: Max. 4-digit tare is displayed.

(3) Weight: Max. 5-digit weight including "-" mark is displayed.

(4) BACK key: Used to return to the previous screen.
(5) Commodity: A commodity name is displayed.
(6) Unit price: Max. 4-digit unit price is displayed.
(7) Total price: Max. 5-digit total price is displayed.

(8) Speed keys: You can freely program these keys by SFKC setting.
 (9) Function keys: You can freely program these keys by SFKC setting.

(10) Scale mode: Current state of the scale is displayed (Weigh/By-count/Fix).

(11) Operating mode: Current operating mode is displayed (REG. NORMAL (Label)/REG. MARK

DOWN/REG. REWRAP).

(12) Date and Time

(13) AUTO/MANUAL lamp: The current label issue method is displayed.
 (14) PREPACK (tare) lamp: Lights when the called PLU data or tare is retained.

(15) NET lamp: Lights when a tare is entered. In this case, a net weight will be displayed

on the Weight area.

(16) PREPACK (Unit Price) lamp: Lights when the called PLU data is retained.

(17) ZERO lamp: Lights when a tare is not set or nothing is placed on the platter (weight is

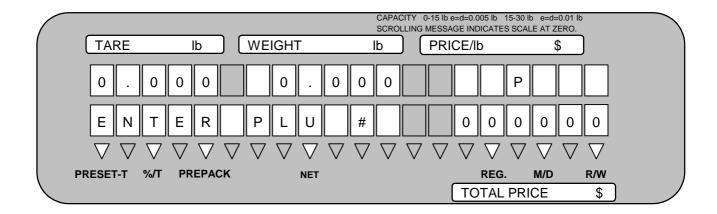
zero).

NOTE: With the initial settings, PLU preset tare function cannot be used. If you desire to use this function, please contact the nearest TOSHIBA TEC service representative or sales agent.

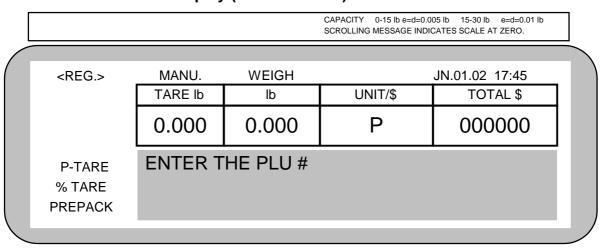
10. CUSTOMER'S DISPLAY

10.1 US Model

- 5x7-dot Built-in Display (Standard)
- 5x7-dot Remote Display (OP-5300-57PIU)



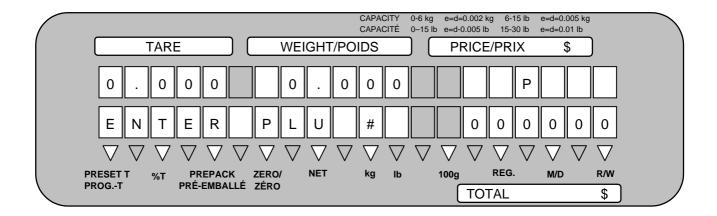
- 256x64-dot Built-in Display (OP-5300-FBIU-US)
- 256x64-dot Remote Display (OP-5300-FPIU)



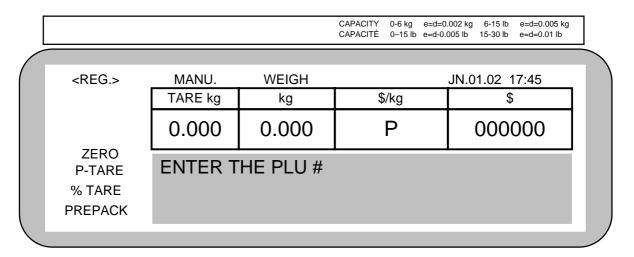
NOTE: Regarding the Remote Display, US, CA, and Spanish display stickers are enclosed in the optional kits so that you can choose the appropriate one from them. For the installation of the optional kits, please contact the nearest TOSHIBA TEC service representative or sales agent.

10.2 CA Model

- 5x7-dot Built-in Display (Standard)
- 5x7-dot Remote Display (OP-5300-57PIU)



- 256-64-dot Built-in Display (OP-5300-FBIU-CA)
- 256-64-dot Remote Display (OP-5300-FPIU)



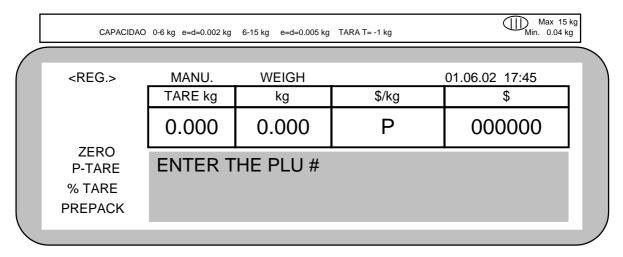
NOTE: Regarding the Remote Displays, US, CA, and Spanish display stickers are enclosed in optional kits so that you can choose the appropriate one from them. For the installation of the optional kits, please contact the nearest TOSHIBA TEC service representative or sales agent.

10.3 Spanish Display Sticker

- 5x7-dot Built-in Display (Standard)
- 5x7-dot Remote Display (OP-5300-57PIU)



- 256x64-dot Built-in Display (OP-5300-FBIU-CA)
- 256x64-dot Remote Display (OP-5300-FPIU)



NOTES:

- 1. Regarding the Built-in Displays, the Spanish display sticker is enclosed in the CA model machine. Please contact the nearest TOSHIBA TEC service representative or sales agent when you desire to use the Spanish display sticker.
- 2. Regarding the Remote Displays, US, CA, and Spanish display stickers are enclosed in the optional kits so that you can choose the appropriate one from them. For the installation of the optional kits, please contact the nearest TOSHIBA TEC service representative or sales agent.

11. DAILY MAINTENANCE

Please clean the machine every day after the business hour finished so that you can always obtain satisfactory performance of the machine. Since the print head and the platen easily get dirty, cleaning is recommended whenever the media is replaced.

WARNING!

- 1. Do not pour water over the scale or wipe it with soaked cloth. If water enters into the machine inside, a fire or electric shock may occur.
- 2. Be sure to turn off the power before cleaning. Failure to do this may cause a fire or electric shock.
- 3. Do not use thinner or benzine for cleaning, as this may cause a fire.
- 4. Do not touch the print head or around it just after printing. You may get burned as the print head becomes very hot during printing.

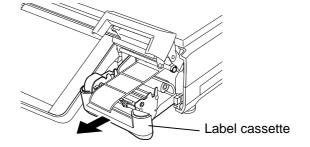
CAUTION!

- 1. Do not use a sharp object for cleaning the print head or platen. Doing so may damage them, causing a print failure or machine failure.
- 2. Do not use thinner or benzine for cleaning. Doing so may cause a print failure, machine failure, or discoloration.
- 3. Do not touch the print head element, as static electricity may damage the print head.
- 4. Care must be taken not to give excessive pressure or shock to the platter and operation panel. Doing so may cause a machine failure.
- 5. Do not scratch or damage the operation panel with a sharp or hard object. Doing so may cause a machine failure.

11.1 Cleaning

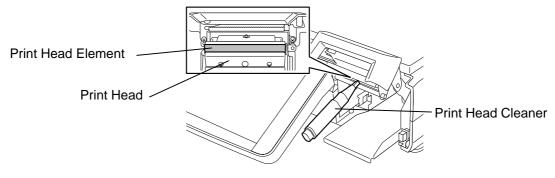
11.1.1 Print Head

- 1. Turn off the power switch.
- 2. Pull out the label cassette.



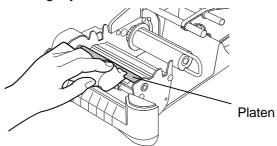
3. Clean the print head element (shaded part in the figure below) with a print head cleaner enclosed with the scale.

NOTE: Please purchase the print head cleaner (P/No. 24089500013) from your authorized TOSHIBA TEC service representative.

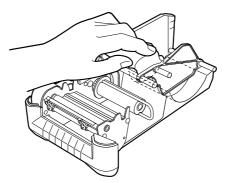


11.1.2 Platen and Media Roll Holder

- 1. Turn off the power switch.
- 2. Pull out the label cassette and remove the media roll.
- 3. Wipe the platen with a soft cloth slightly moistened with alcohol.

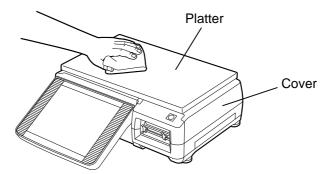


4. Wipe out any dust or paper particles from the media roll holder with a slightly moistened soft cloth.



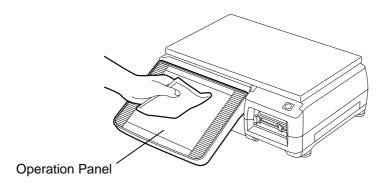
11.1.3 Covers and Platter

- 1. Turn off the power switch.
- 2. Wipe the covers and platter with a dry soft cloth. For dirty parts, use a slightly moistened soft cloth.



11.1.4 Operation Panel

- 1. Turn off the power switch.
- 2. Wipe the surface of the operation panel with a dry soft cloth. For dirty parts, use a commercially available OA cleaner.

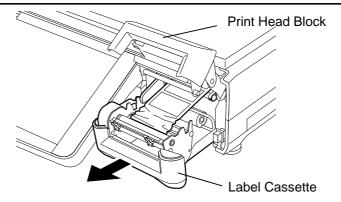


11.2 Removing the Jammed Media

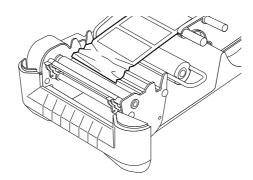
- 1. Turn off the power switch.
- 2. Pull out the label cassette.

CAUTION!

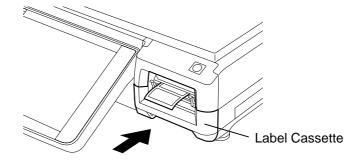
Do not push down or hit the print head block, as this may cause a machine failure.



3. Remove the jammed media.



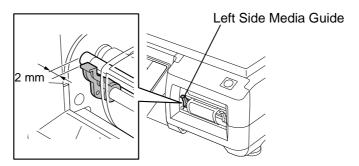
4. Re-load the label roll correctly, and push the label cassette into the scale with the top edge of the label protruding from the media outlet. (Refer to Section 8. Loading/Replacing the Media.)



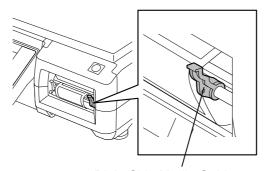
11.3 Media Guide Adjustment

When the label skews in the strip mode, adjust the media guides so that a 1-mm clearance is given between each guide and the backing paper edge.

1. Set the left side media guide at 2 mm from the left end. If the media guide touches the backing paper, move it left for about 1 mm.



2. Set the right side media guide at about 1 mm from the right edge of the backing paper.



Right Side Media Guide

12. PC CARD HANDLING

This scale allows a use of commercially available PC cards (conforming to Types I to III). Regarding the available PC card types, please refer to your TOSHIBA TEC service representative. In this section, how to insert or eject a PC card is described.

CAUTION!

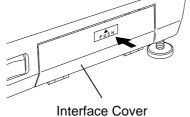
- 1. Do not insert or eject a PC card while the scale power is on. Doing so may destroy the data stored in the PC card or PC card itself.
- 2. Do not eject a PC card or turn off the power while the PC card is being accessed. Doing so may destroy the data stored in the PC card or PC card itself.

NOTES: 1. PC cards of Type I to Type III conforming to PCMCIA2.1JEIDA4.2 are available. However, two Type III PC cards cannot be used at the same time.

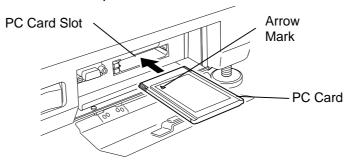
2. For details of PC card handling, please refer to each PC card's instruction.

12.1 Inserting the PC Card

1. Turn off the power switch, and open the interface cover by pushing the portion indicated by the arrow.



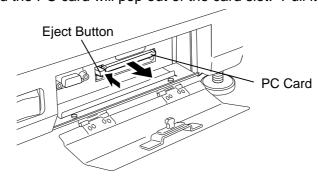
2. Hold the PC card so that the front side faces up and the arrow mark points to the card slot, and slowly insert it into the slot until it stops.



3. Turn on the power switch.

12.2 Ejecting the PC Card

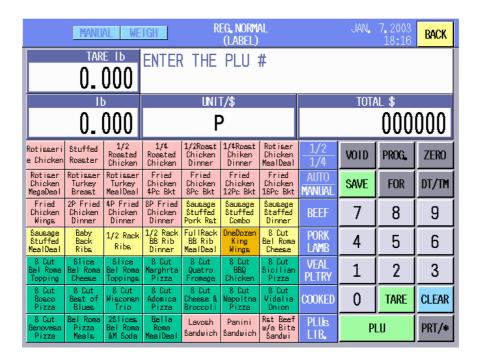
- 1. First, make sure that the PC card is not being accessed, then, turn off the power switch.
- 2. Press the eject button and the PC card will pop out of the card slot. Pull it out straight.



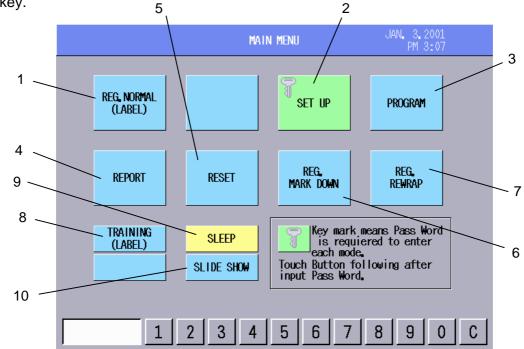
13. OUTLINE OF MAIN MENU

This section outlines the main menu of this scale.

 After turning on the power switch, the operation panel will show the last screen of Registration Mode that was used just before the power off. It takes about 15 seconds.



Touching the [BACK] key causes the main menu to appear. Select the desired menu by touching its key.



The following table describes the contents of the main menu and their functions.

Key	Mode	Function	Refer to
1	REG.NORMAL (LABEL)	In this mode, you can perform daily operations, such as, weighing commodities, calling the registered PLUs, and issuing the desired number of labels. You can also change the PLU data, select the print items, and adjust the feed amount, sensor sensitivity, and print tone.	Section 16
2	SET UP	In this mode, you can set the date/time, print items, label feed amount, sensor sensitivity, print tone, label format, bar code types, print titles, password, etc. You can also read/write data from/to the PC card.	Section 15
3	PROGRAM	In this mode, you can program the various settings required for the daily operation, such as, unit price, ingredient, commodity name, message, store name and address, tare, SFKC, etc.	Section 14
4	REPORT	In this mode, you can check the total memory or issue the X report of the totals registered in Registration Mode (NORMAL, MARK DOWN, REWRAP). Also, it is possible to send the registered data from the satellite scales to the master scale.	Section 19
5	RESET	In this mode, you can reset the total memory, issue the Z report of the totals registered in Registration Mode (NORMAL, MARK DOWN, REWRAP).	19
6	REG. MARK DOWN	In this mode, the prices are reduced from the usual prices. The transaction data in this mode will be stored separately from the Registration NORMAL (LABEL) Mode.	Section 17
7	REG. REWRAP	In this mode, rewrapped products are registered. The transaction data in this mode will be stored separately from the Registration NORMAL (LABEL) Mode.	Section 18
8	TRAINING (LABEL)	This mode is a training mode intended for operators to learn how to operate this scale. Any operations performed in this mode will not change the data in the memory.	Section 20
9	SLEEP	This is an energy saving mode that may be used when the machine is not used for a long time.	Section 21
10	SLIDE SHOW	In this mode, programmed image data is displayed on the operation panel.	Section 22

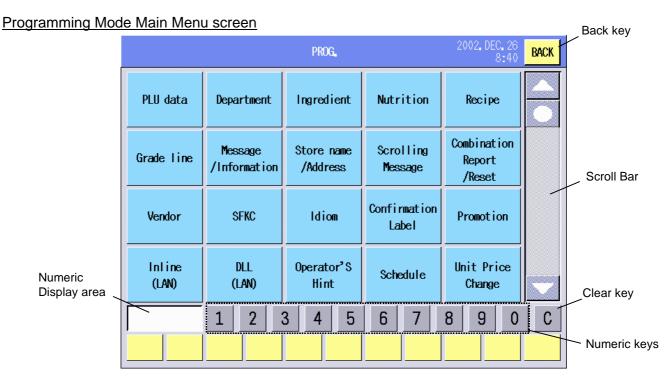
The modes protected by the password are displayed with a key symbol. To enter these modes, first input the password with the numeric keys, then touch the desired menu key.

NOTE: The Set Up mode has been protected by the initial settings. To enter the Set Up mode, the master password is required. For details, please contact the nearest TOSHIBA TEC service representative or sales agent.

14. PROGRAMMING MODE

In the Programming Mode, you can program various data required for the daily operation.

The following Programming Mode Main Menu screen will appear when the **[PROGRAM]** key of the main menu is touched.



The following keys will be used throughout the Programming Mode. As many other keys appear on the screens hereinafter, refer to the following sections.

Key Functions

Key	Function		
BACK	Used to return to the previous screen.		
0 - 9	Used to input numeric data. The input number is displayed on the Numeric window on the left side of the "1" key.		
С	Used to clear the input numeric data.		
$\blacktriangle \bullet \blacktriangledown$	Used to scroll the screen.		

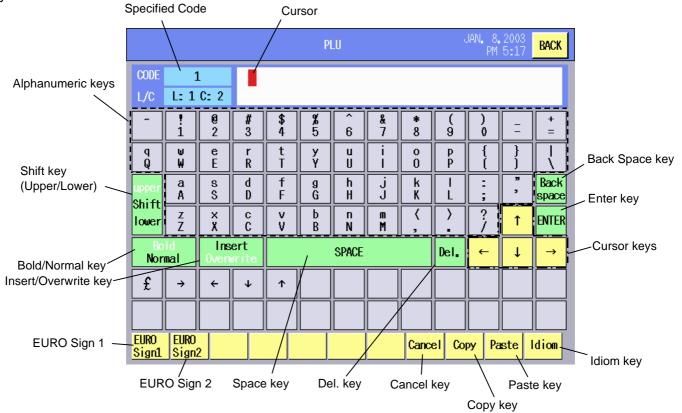
Menu

PLU data	Section 14.2	Vendor	Section 14.12
Department	Section 14.3	SFKC	Section 14.13
Ingredient	Section 14.4	Idiom	Section 14.14
Nutrition	Section 14.5	Confirmation Label	Section 14.15
Recipe	Section 14.6	Promotion	Section 14.16
Grade line	Section 14.7	Schedule	Section 14.17
Message/Information	Section 14.8	Inline (LAN)	Section 14.18
Store name/address	Section 14.9	DLL (LAN)	Section 14.19
Scrolling message	Section 14.10	Operator's Hint	Section 14.20
Combination report/reset	Section 14.11	Unit Price Change	Section 14.21

NOTE: The **DLL** (**LAN**) key is not displayed unless the scale is set to be the master. Refer to the Inline (LAN) mode for how to set the scale to the master.

14.1 Edit Screen

The Edit screen will appear when setting commodity names, department names, ingredient, nutrition facts, recipe, grade lines, store messages, store name, address, vendors, etc. It can be used like a PC keyboard.



Key Functions

key Functions	
Key	Function
Alphanumeric keys	Used to input alphabets, numbers, and symbols.
Shift (upper/lower)	Used to switch the case between the upper cases and the lower cases.
Bold/Normal	Used to switch the font style between normal and bold face.
	Font style is not changed per character, but per line.
Insert/Overwrite	Used to switch the typing mode between the insert and overwrite.
Space	Used to insert a space.
Back space	Used to delete the character in front of the cursor.
ENTER	Used to add another line.
$\uparrow \rightarrow \leftarrow \downarrow$	Used to move the cursor.
Del.	Used to delete the selected character.
EURO Sign 1	Used to show European characters or symbols.
EURO Sign 2	Euro Sign 1 Euro Sign 2
	$\begin{array}{c ccccccccccccccccccccccccccccccccccc$
Cancel	Used to cancel the entry.
Сору	Used to choose the character(s) to be copied. Touch this key when the cursor
	is on the first and last characters of the copy range.
Paste	Used to paste the copied characters to the position of the cursor.
Idiom	Used to call the idiom list (list of frequently used words)

NOTES: 1. How to copy and paste

- (1) Move the cursor to the first character of the copy range, and then touch the **[Copy]** key.
- (2) Move the cursor to the last character of the copy range, and then touch the [Copy] key.

The copy range is shaded.



- (3) Move the cursor to the position where the selected copy range is pasted, and then touch the [Paste] key.
- (4) The selected copy range is copied.

```
CODE 1 NY Strip Steak (Boneless) ↓
L/C L: 2 C:26 NY Strip Steak (Boneless) ■
```

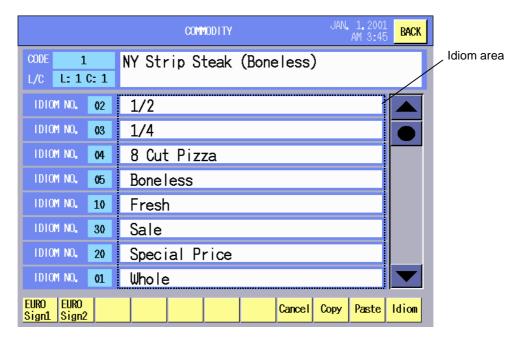
2. How to apply boldface

Move the cursor to the line where bold is applied, and the touch the **[Bold]** key. The applied line is displayed in red.



3. Idiom

When the **[Idiom]** key is touched, the Idiom list will appear. Select the desired idiom by touching its area. Regarding the Idiom setting, refer to Section 14.14.

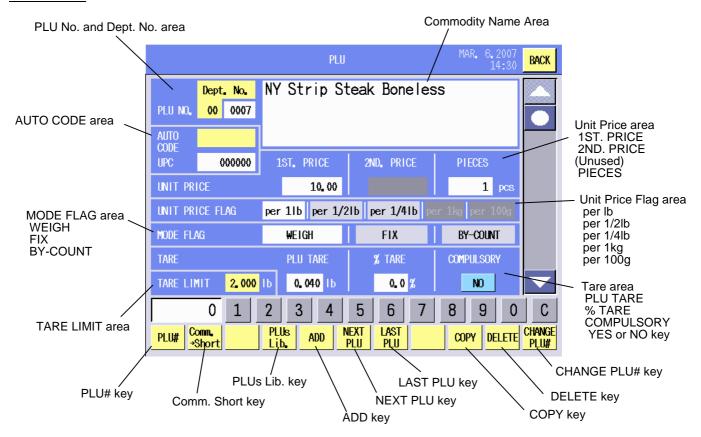


14.2 PLU Data Setting

A PLU (Price Look Up) includes not only a commodity name, but unit price, tare, shelf life, nutrition facts, ingredient, etc. You can program or change the PLU data with this menu.

The following screen will appear when the **[PLU data]** key of the Programming Mode Main Menu is touched. Since this menu consists of 3 screens, change the screen with the scroll key.

First screen



Key Functions

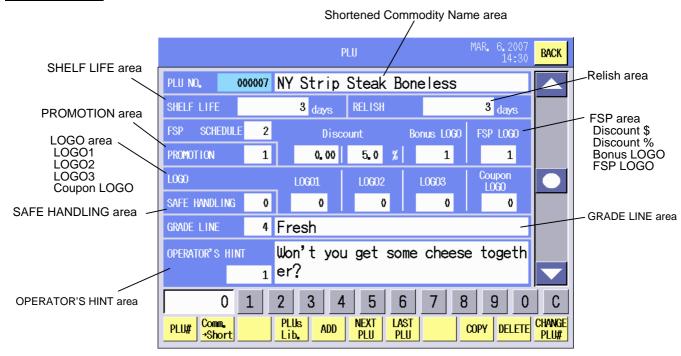
Rey i unctions	
Key	Function
PLU#	Used to call a registered PLU data.
Comm. → Short	Used to shorten the PLU's commodity name. The shortened names are used as
	the speed key names in SFKC setting.
PLUs Lib.	Used to call the index of the commodity names.
ADD	Used to add a new PLU.
NEXT PLU	Used to call the PLU of next number.
LAST PLU	Used to call the PLU of preceding number.
COPY	Used to copy the PLU data to a new PLU.
DELETE	Used to delete the PLU data.
CHANGE PLU#	Used to change the PLU No.

Item	Procedur	e
Adding a new PLU	Input a new PLU No. (max. 6 digits) Touch the [ADD] key.	
	NOTE : The top 2-digit number is the depart suppression.	tment No. There is no zero
Calling a registered PLU	1. Input the PLU No. (max. 6 digits) with t 2. Touch the [PLU#] key.	he numeric keys.
Commodity name	 Touch the Commodity Name area. The Edit screen will appear. Edit a commodity name (max. 32 chara 	acters by 4 lines).
Making the commodity name shorter	To shorten a single PLU's name: 1. Call the PLU. 2. Touch the [Comm. → Short] key. 3. The sub screen will appear. 4. Touch the [Single] key. To shorten the all PLU names: 1. Touch the [Comm. → Short] key. 2. The sub screen will appear. 3. Touch the [ALL] key. NOTES: 1. A PLU name is shortened to 24 character. 2. The shortened commodity name is displayed name area. The commodity names can be (Refer to the second screen on page 14-8.)	ayed in the Shortened commodity also shortened by manual entry.

Item	Procedure	
Auto Code, UPC	To set the auto code: 1. Touch the Auto code area. 2. The auto code setting screen will appear. 3. Input an Auto code (max. 6 digits). 4. Touch the [Decision] key. To set the UPC: 1. Input a UPC (max. 6 digits). 2. Touch the UPC area. NOTES: 1. Default: 000000 2. When the auto code has been entered, the Unumber with the auto code. 3. When asterisks (*) are included in the auto code can displace them, selected from the lowest digital Example 1: Auto code = 123***, Input code for the UPC ODDE UPC	ode, the input code for UPC git. See the examples below. UPC = 6543 123*** 123543
Unit price	 Input a 4-digit number. Touch the "1st Price" area. NOTE: The 2 nd Price cannot be used at present	t.
Unit price flag	In case of the lb scale (US model): Select "per 1lb", 'per 1/2 lb", or "per 1/4lb". In case of the kg scale (CA model): Select "per 1kg" or "per 100g". NOTE: Only "per 1kg" is selectable unless the in When "per 100g" is required, please contact the service representative or sales agent.	•
Mode flag	Select "WEIGH", "FIX", or "BY-COUNT". NOTE: When "BY-COUNT" is selected, the "PIL numeric data. Input the number for the "PIECE"	

Item	Procedure
Tare, %Tare	Input a numeric data (max. 2lb for lb scale, 1kg for kg scale, or 99.9% for %Tare). NOTES: 1. With the initial settings, Preset tare and %Tare function is not available. When these functions are required, contact the nearest TOSHIBA TEC service representative or sales agent. 2. %Tare data exceeding the tare limit results in an error. 3. When the NET statement labels are to be issued, enter the net weight (0 – 480 oz) to the PLU tare area.
Tare Limit	 Input a numeric data in the following range: Lb scale: 0.000 – 2.000lb (Default: 2.000lb) Kg scale: 0.000kg – 1.000kg (Default: 1.000kg) Touch the Tare Limit area. The confirmation screen will appear. Touch the [Go] key to enter the data. To cancel, touch the [Cancel] key.
	NOTES: 1. With the initial settings, this function is not available. When this function is required, contact the nearest TOSHIBA TEC service representative or sales agent. 2. 1 If the actual tare exceeds the tare limit, an error occurs.
Compulsory tare subtraction	Select YES or NO. YES: Tare subtraction is compulsory. NO: Tare subtraction is not compulsory. NOTE: With the initial settings, YES cannot be selected. When this function is required, contact the nearest TOSHIBA TEC service representative or sales agent.

Second screen



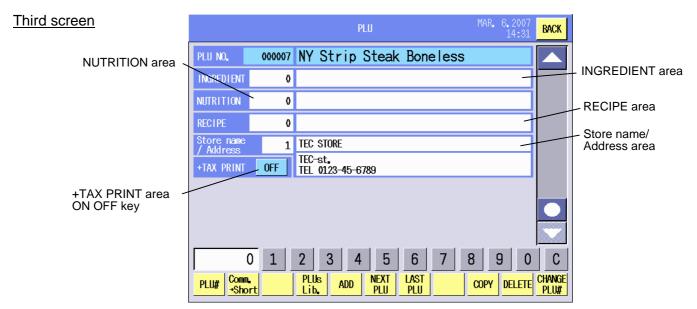
Item	Procedure
Shelf Life	Input a numeric data (max. 999 days). Touch the "SHELF LIFE" area.
Relish	 Input a numeric data (max. 999 days). Touch the "RELISH" area.
Promotion	 Input a sales promotion number. (1 – 99)* Touch the PROMOTION area. Touch the PROMOTION area. The promotion list will appear. Select the desired promotion number. For details of the sales promotion, refer to Section 14.16.
Grade Line	 Input a grade line number (1 – 99)*. Touch the GRADE LINE area. Touch the GRADE LINE area. Touch the GRADE LINE area. The grade line list will appear. Select the desired grade line from the list. For details of the grade line, refer to Section 14.7.
Operator's Hint	 Input an operator's hint number (1 – 99)*. Touch the OPERATOR'S HINT area. Touch the OPERATOR'S HINT area. The operator's hint list will appear. Select the desired operator's hint from the list. For details of the operator's hint, refer to Section 14.20.

^{*:} To clear the entered number, input "0".

Item	Procedure
FSP (Frequent Shoppers)	To set the sale promotion schedule No.: 1. Input a schedule No. (1 – 99)* 2. Touch the FSP schedule area. Or, 1. Touch the FSP schedule area. 2. The schedule list will appear. 3. Touch the desired schedule from the list. For details of the schedule, refer to Section 14.17. To set the discount amount: 1. Input a numeric data (max. 999.99). 2. Touch the Discount area (left side). To set the discount rate: 1. Input a numeric data (max. 99.9%). 2. Touch the Discount area (right side).
	NOTES: 1. With the initial settings, the FSP function is not available. When this function is required, contact the nearest TOSHIBA TEC service representative or sales agent. 2. For the BONUS logo and FSP logo settings, refer to the NOTES for the LOGO setting on the following page. However, the logo print area is limited to the following size: 104 dots 118 dots 64 dots
	3. The Bonus logo's print area is shared by LOGO 3. Usually LOGO 3 takes precedence over the Bonus logo except during the FSP schedule time range. 4. The FSP logo's print area is shared by Coupon logo. Usually Coupon logo takes precedence over the FSP logo except during the FSP schedule time range.
Shortened Commodity Name	Touch the Shortened commodity name area. Input a short commodity name (max. 24 characters) on the Edit screen.
	NOTE : When the commodity name is shortened by using the [Comm. > Short] key, the first 24 characters of the commodity name are automatically displayed in the Shortened commodity name area.

^{*:} To clear the entered number, input "0".

Item	Procedu	ire
LOGO	 Input a logo number (0000 – 9999) Touch the LOGO area. Touch the LOGO area. The logo list will appear. Select the desired logo number from the list. NOTES: Max. 3 logos can be set to one PLU. Logos can be called only from the flash in Format: Windows BMP, monochrome with File name: LOGOxxxx.BMP (xxxx is an number) Size: Max. 600 dots (W) x 400 dots (H) in the sex in the	TEC SANCIA 12 3 4 5 6 7 8 9 0 C SANCIA 12 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
Safe Handling Instructions	1. Input a safe handling instruction num 2. Touch the SAFE HANDLING area. NOTES: 1. Safe handling instructions can be calle (ATA card). 2. For the safe handling instruction's formathe LOGO setting. However, the file name: Shi00xx.bmp (xx is 2-digit num 3. Safe handling instruction No. 0 means 2. Safe handling instruction No. 1 means printed.	d only from the flash memory card at and size, refer to the NOTES for se should be set as follows: nber from 02 to 10) that nothing is printed.



ltem	Procedure	
Ingredient	1. Input an ingredient number (1 – 3000)*.	
	2. Touch the INGREDIENT area.	
	Or	
	1. Touch the INGREDIENT area.	
	2. The ingredient list will appear.	
	3. Select the desired ingredient number from the list	
	For details of the ingredient message, refer to Section 14.4.	
Nutrition fact	1. Input a nutrition fact number (1 – 500)*.	
	2. Touch the NUTRITION area.	
	Or	
	1. Touch the NUTRITION area.	
	2. The nutrition fact list will appear.	
	3. Select the desired nutrition fact number from the list.	
	For details of the nutrition facts, refer to Section 14.5.	
Recipe	1. Input a recipe number (1 – 1000)*.	
	2. Touch the RECIPE area.	
	Or,	
	1. Touch the RECIPE area.	
	2. The recipe list will appear.	
	3. Select the desired recipe number from the list.	
	For details of the recipe, refer to Section 14.6.	
Store name/address	1. Input a Store name/Address number (1 – 50)*.	
	2. Touch the Store name/Address area.	
	Or,	
	1. Touch the Store name/Address area.	
	2. The Store name/Address list will appear.	
	3. Select the desired Store name/Address from the list.	
	For details of the Store name/Address, refer to Section 14.9.	
+TAX print	Touch the [ON] or [OFF] key.	
	ON: "+TAX" is printed.	
	OFF: "+ TAX" is not printed.	
	TIAA	IAN 06
	NOTE: "+TAX" means that the price	IAN 08
	on the label is a before-tax price.	\$2.22
	1.000 \$2.2276	y-1 -L

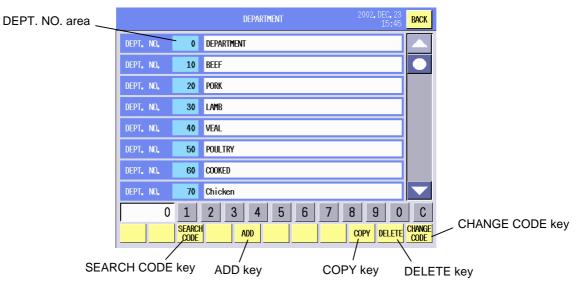
^{*:} To clear the entered number, input "0".

14.3 Department Setting

You can set the department with this menu.

The following screen will appear when the [Department] key of the Programming Mode Main Menu is

touched.



Key Functions

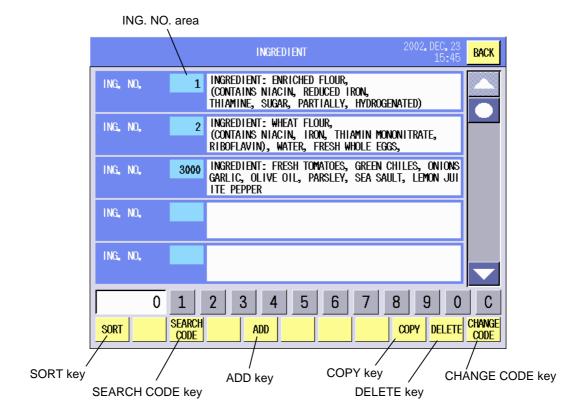
Key	Function
SEARCH CODE	Used to search the desired Dept. No. and display it on top of the list.
ADD	Used to add a new department. When the input number already exists, a
	beep tone will sound.
COPY	Used to copy the data to other department.
DELETE	Used to delete the desired department.
CHANGE CODE	Used to change the Dept. No.

Item	Procedure
Adding a new department	 Input a 2-digit number. (00 – 99) Touch the [ADD] key. Touch the DEPT. NO. area. Touch the data entry area. Enter a Dept. name on the edit screen. (Max. 24 characters)
Selecting the Dept No. and editing the Dept. name	 Touch the DEPT. No. area. Touch the same DEPT. No. area again. Edit the Dept. name on the edit screen. (Max. 24 characters)
Searching a Dept. No.	 Input a Dept. No. you desire to search. Touch the [SEARCH CODE] key.
Copying Dept. name	 Touch the Dept. No. area of copy source. Input the Dept. No. of copy destination. Touch the [COPY] key.
Deleting the department	 Touch the Dept. No. area to be deleted. Input the Dept. No. Touch the [DELETE] key.
Changing the Dept. No.	 Touch the Dept No. area you desire to change. Input a new Dept. No. (2 digits) Touch the [CHANGE CODE] key.

14.4 Ingredient Setting

You can set the ingredient data with this menu.

The following screen will appear when the [Ingredient] key of the Programming Mode Main Menu is touched.



Key Function

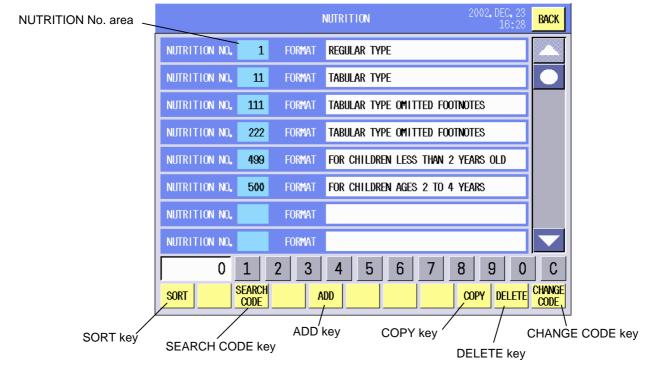
Key	Function
SORT	Used to defragment the data in the flash ROM. Since this machine uses the flash ROM, repeated data input may disable the data entry in spite of sufficient memory capacity. ("Memory not enough error" will appear.) When the [SORT] key is touched, the following confirmation screen will appear. To execute, touch the [GO] key, or [CANCEL] key to cancel. It takes a while to complete the data sort. Are you sure of performing to arrange file?
SEARCH CODE	Used to search the desired Ingredient No. and display it on top of the list.
ADD	Used to add a new ingredient. When the input number already exists, a beep tone will sound.
COPY	Used to copy the data to other ingredient.
DELETE	Used to delete the desired ingredient.
CHANGE CODE	Used to change the Ingredient. No.

Item	Procedure
Adding a new ingredient	1. Input a 4-digit ING. No. (0001 – 3000)
	2. Touch the [ADD] key.
	3. Touch the data entry area and enter the data.
Selecting an ING. No. and	1. Touch the ING. No. area.
editing the Ingredient	2. Touch the same ING. No. area again.
	3. Edit the ingredient data on the edit screen. (max. 54 characters x 38
	lines)
Searching an ING. No.	1. Input the ING. No. you desire to search.
	2. Touch the [SEARCH CODE] key.
Copying the Ingredient	1. Touch the ING. No. area of copy source.
	2. Input the ING. No. of copy destination.
	3. Touch the [COPY] key.
Deleting the Ingredient	1. Touch the ING. No. area to be deleted.
	2. Input the ING. No.
	3. Touch the [DELETE] key.
Changing the ING. No.	1. Touch the ING. No. area you desire to change.
	2. Input a new ING. No.
	3. Touch the [CHANGE CODE] key.

14.5 Nutrition Facts Setting

You can set the nutrition facts with this menu.

The following screen will appear when the **[Nutrition]** key of the Programming Mode Main Menu is touched.

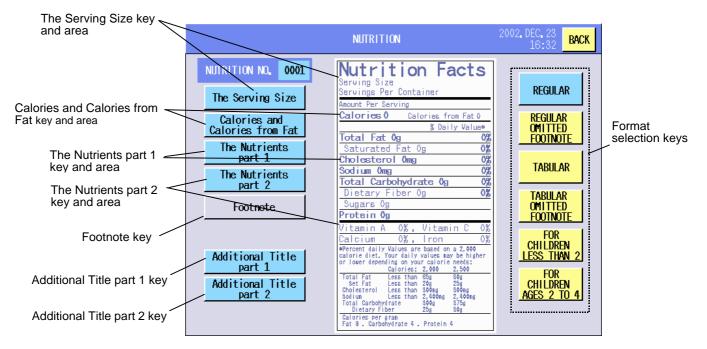


Key Function

Key	Function
SORT	Used to defragment the data in the flash ROM.
	Since this machine uses the flash ROM, repeated data input may disable the
	data entry in spite of sufficient memory capacity. ("Memory not enough error" will
	appear.)
	When the [SORT] key is touched, the confirmation screen will appear. To
	execute, touch the [GO] key, or [CANCEL] key to cancel.
	It takes a while to complete the data sort.
SEARCH CODE	Used to search the desired Nutrition Facts No. and display it on top of the list.
ADD	Used to add a new Nutrition Facts No.
COPY	Used to copy the data to other Nutrition Facts No.
DELETE	Used to delete the desired Nutrition Facts No.

Item	Procedure
Adding a new Nutrition	1. Input a 3-digit Nutrition Facts No. (001 - 500)
Facts No.	2. Touch the [ADD] key.
	3. Touch the data entry area and enter the data. (Refer to the Nutrition
	Facts Programming screen on the following page.)
Selecting a Nutrition Facts	1. Touch the NUTRITION No. area.
No. and editing the Nutrition	2. Touch the same NUTRITION No. area again.
Facts	3. Edit the Nutrition Facts.
Searching a Nutrition Facts	Input the Nutrition Facts No. you desire to search.
No.	2. Touch the [SEARCH CODE] key.
Copying the Nutrition Facts	1. Touch the NUTRITION No. area of copy source.
	2. Input the Nutrition Facts No. of copy destination.
	3. Touch the [COPY] key.
Deleting the Nutrition Facts	1. Touch the NUTRITION No. area to be deleted.
No.	2. Input the Nutrition Facts No.
	3. Touch the [DELETE] key.
Changing the Nutrition	1. Touch the NUTRITION No. area you desire to change.
Facts No.	2. Input a new Nutrition Facts No.
	3. Touch the [CHANGE CODE] key.

When the data entry area of the Nutrition Facts screen is touched, the following Nutrition Facts Programming screen will appear.



NOTE: 6 templates of the Nutrition Facts format are prepared. The layout of the screen differs according to the templates.

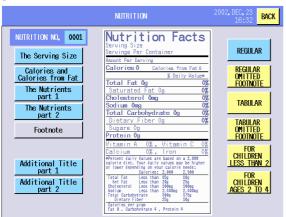
Key Functions

Key	Function
The Serving Size	Used to enter the serving size data.
Calories and Calories from Fat	Used to enter the calorie and calories from fat data.
The Nutrients part 1	Used to edit the nutrition data.
The Nutrients part 2	Used to edit the nutrition data.
Footnote	Used to edit the footnote. (To use this function, the Initial Setting
	needs to be changed.)
Additional title part 1	Used to add the nutrition titles.
Additional title part 2	Used to add the nutrition titles.
Format selection	Used to select a template. See the Nutrition Facts Format
	Templates.

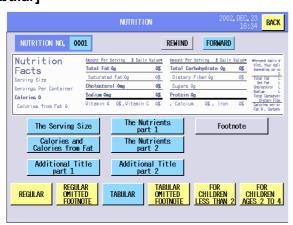
Item	Procedure
Serving size	 Touch [The Serving Size] key. The Serving Size setting screen will appear. → Refer to Section 14.5.1.
Calories	 Touch the [Calories and Calories from Fat] key. The Calories and Calories from Fat setting screen will appear. → Refer to Section 14.5.2.
Nutrition 1/2	 Touch [The Nutrients part 1] key. The Nutrients part 1 setting screen will appear. → Refer to Section 14.5.3.
Nutrition 2/2	 Touch [The Nutrients part 2] key. The Nutrients part 2 setting screen will appear. → Refer to Section 14.5.4.

Item	Procedure
Additional title 1/2	 Touch the [Additional Title part 1] key. The Additional title part 1 setting screen will appear. → Refer to Section 14.5.5.
Additional title 2/2	 Touch the [Additional Title part 2] key. The Additional title part 2 setting screen will appear. → Refer to Section 14.5.6.
Footnote	 Touch the [Footnote] key. The Footnote setting screen will appear. → Refer to Section 14.5.7.

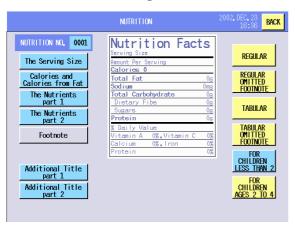
Nutrition Facts Format Templates [Regular]



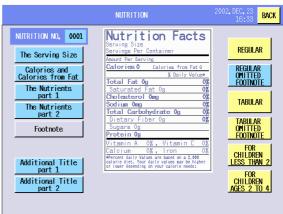
[Tabular]



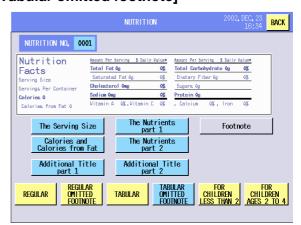
[For children less than 2]



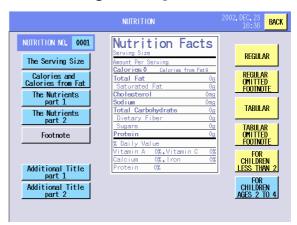
[Regular omitted footnote]



[Tabular omitted footnote]

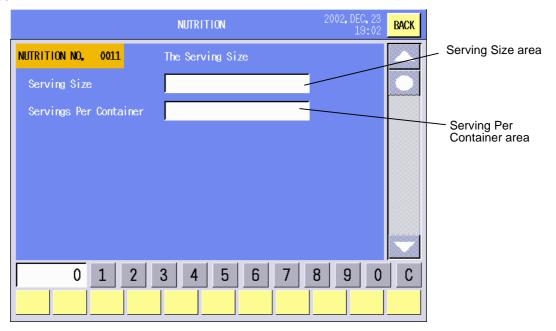


[For children ages 2 to 4]



14.5.1 Serving Size Setting

The following screen will appear when the **[Serving Size]** key of the Nutrition Facts Programming screen is touched.



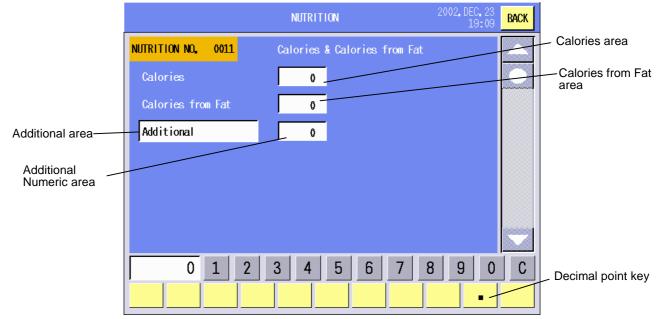
Procedure

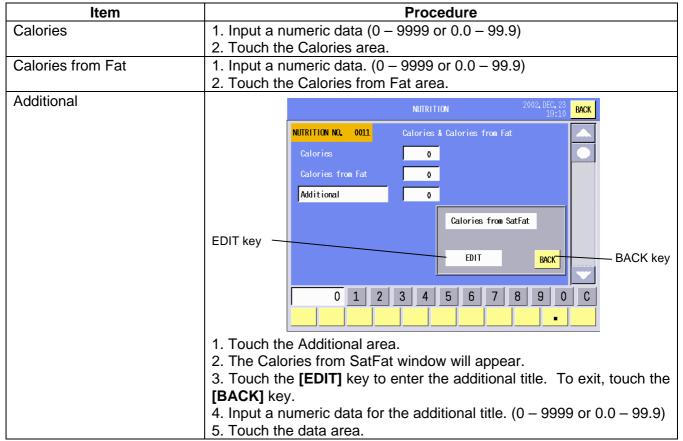
Item	Procedure
Serving size	1. Touch the Serving Size area.
	2. The Edit mode screen will appear.
	3. Enter the data (max. 20 characters).
Serving per container	Touch the Serving per Container area.
	2. The Edit mode screen will appear.
	3. Enter the data (max. 20 characters).

NOTE: The numeric keys and **[C]** key are not used in this operation.

14.5.2 Calories Setting

The following screen will appear when the **[Calories and Calories from Fat]** key of the Nutrition Facts Programming screen is touched.

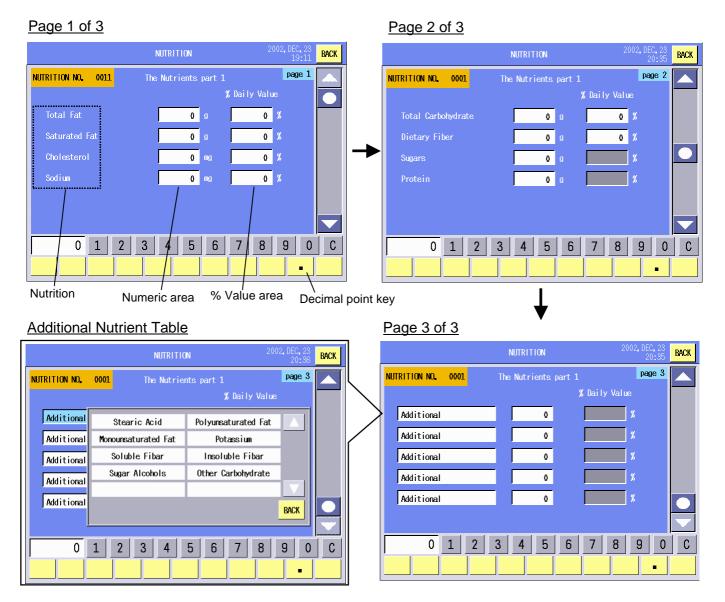




14.5.3 Nutrition Setting 1/2

The following screen will appear when **[The Nutrients part 1]** key of the Nutrition Facts Programming screen is touched.

You can enter each nutrition data with this menu. Since this menu consists of 3 screens, change the screen with the scroll keys.



NOTES:

- 1. Up to 5 kinds of nutrition can be added by selecting from the Additional Nutrition Table.
- 2. The Additional Nutrition Table already contains 8 kinds of nutrition. You can register up to 10 kinds of nutrition (See Section 14.5.5.)

Key Functions

110 / 1 011101110	
Key	Function
. (decimal point)	Used to enter a decimal point. In this case, the effective value becomes 0.0 to 999.9

Item	Procedure
Nutrition setting	1. Input a numeric data. (0 – 99999 or 0.0 – 999.9)
	2. Touch the data entry area.
	3. The "% Daily Value" data is automatically calculated and displayed.
	NOTES:
	1. The % daily value is not displayed for Sugars and Protein.
	2. The % daily value exceeding 100% will be displayed as " – ".
Adding a new nutrition	1. Touch the Additional area.
	2. Select a nutrition from the Additional Nutrition Table.
	3. Input a numeric data. (0 – 99999 or 0.0 – 999.9)
	4. Touch the data entry area.
	NOTES:
	1. Up to 5 kinds of nutrition can be added.
	2. Added nutrition is printed but not shown on the Nutrition Facts
	Programming screen.
Deleting an added nutrition	1. Touch the nutrition area to be deleted.
	2. The Additional Nutrition Table will appear.
	3. Touch a vacant cell of the table.

14.5.4 Nutrition Setting 2/2

The following screen will appear when **[The Nutrients part 2]** key of the Nutrition Facts Programming screen is touched.

You can enter each nutrition data with this menu. Since this menu consists of 2 screens, change the screen with the scroll keys.

NOTES:

- 1. Up to 6 kinds of nutrition can be added by selecting from the Additional Nutrition Table. When the template is set to the "For children less than 2" or "For children ages 2 to 4", up to 5 kinds of nutrition can be added.
- 2. The Additional Nutrition Table contains 26 kinds of nutrition. You can register up to 30 kinds of nutrition. (See Section 14.5.6.)

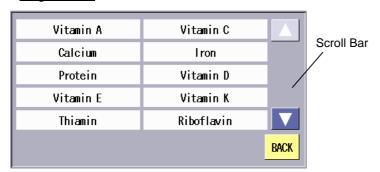
Page 2 of 2

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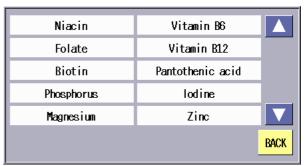
BACK NUTRITION NO. 0001 The Nutrients part 2 page 2 page 1 NUTRITION NO. 0011 The Nutrients part 2 Protein 0 9 0 % 0 10 0 % Additional 0 O mg 0 % Additional 0 0 % O mg Additional 0 () mg Additional 0 Additional 0 5 6 8 9 Additional area % Value area Numeric area Decimal point key

Additional Nutrition Table

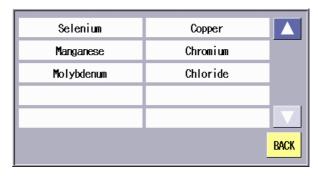
Page 1 of 3



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Kev Functions

- 10 j : dillo 110 110		
Key	Function	
. (decimal point)	Used to enter a decimal point. In this case, the effective value becomes 0.0 99.9	O to

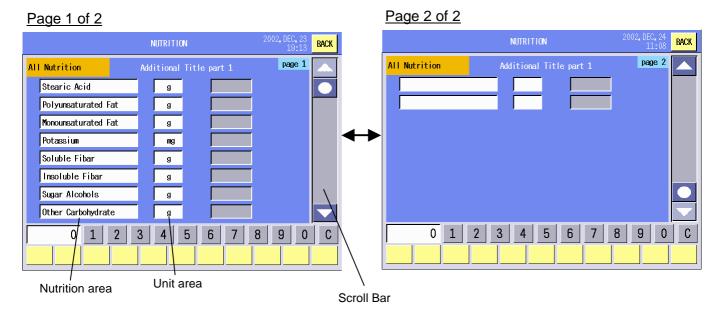
Item	Procedure
Nutrition setting	 Input a numeric data. (0 – 9999 or 0.0 – 99.9) Touch the data entry area. The % Daily Value data is automatically calculated and displayed.
	NOTES: 1. The % daily value is not displayed for Sugars and Protein. 2. The % daily value exceeding 100% will be displayed as " – ".
Adding a new nutrition	 Touch the Additional area. Select a nutrition from the Additional Nutrition Table. Input a numeric data. (0 – 9999 or 0.0 – 99.9) Touch the data entry area.
	NOTES: 1. Up to 6 kinds of nutrition can be added. 2. The Additional Nutrition Table consists of 3 screens. Change the screen using the scroll keys. 3. Added nutrition is printed but not shown on the Nutrition Facts Programming screen.
Deleting an added nutrition	 Touch the nutrition area to be deleted. The Additional Nutrition Table will appear. Touch a vacant cell of the table.

14.5.5 Additional Title Change 1/2

The following screen will appear when the **[Additional Title part 1]** key of the Nutrition Facts Programming screen is touched.

You can make a change to the Additional Nutrition Table which appears when adding new nutrition types. (See Section 14.5.3.)

Since this menu consists of 2 screens, change the screen with the scroll keys.



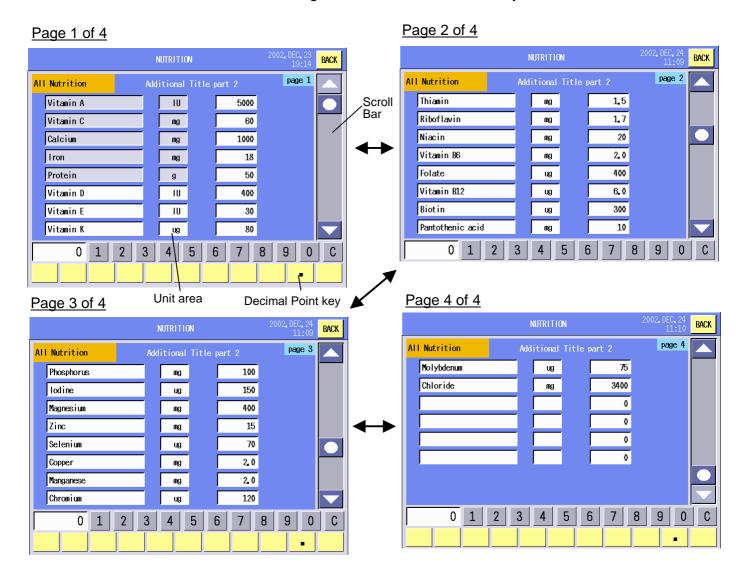
Item	Procedure
Changing the title of	1. Touch the nutrition area to be changed.
nutrition	2. The edit screen will appear.
	3. Enter a new title. (Max. 20 characters)
Changing the unit of	Touch the unit of measure area to be changed.
measure	2. The edit screen will appear.
	3. Enter a new unit. (Max. 2 characters)
Adding a new nutrition	1. Touch a vacant area.
	2. Enter a new title on the edit screen.
	3. Touch its unit of measure area.
	4. Enter a unit on the edit screen.

14.5.6 Additional Title Change 2/2

The following screen will appear when the **[Additional Title part 2]** key of the Nutrition Facts Programming screen is touched.

You can make a change to the Additional Nutrition Table which appears when adding the nutrition types (See Section 14.5.4.)

Since this menu consists of 4 screens, change the screen with the scroll keys.



Key Functions

Key	Function
. (Decimal point)	Used to enter a decimal point. In this case, the effective value becomes 0.0 to
	999.9

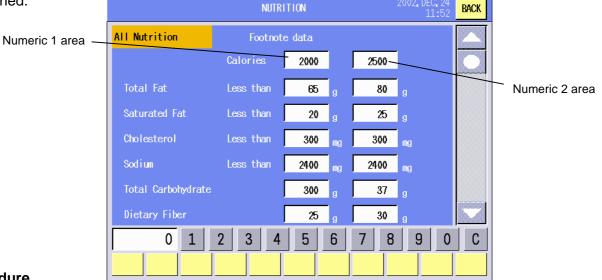
Item	Procedure
Changing the title of	Touch the nutrition area to be changed.
nutrition	2. The edit screen will appear.
	3. Input a new title. (Max. 20 characters)
Changing the unit of	Touch the unit of measure area to be changed.
measure	2. The edit screen will appear.
	3. Input a new unit. (Max. 2 characters)
Changing the necessary	1. Input the numeric data. (0 – 9999 or 0.0 – 99.9)
daily value	2. Touch the daily value area.
Adding a new nutrition	1. Touch a vacant area.
	2. Enter a new title on the edit screen.
	3. Touch its unit of measure area.
	4. Enter a unit on the edit screen.
	5. Touch its daily value area.
	6. Input a numeric data. (0 – 9999 or 0.0 – 99.9)

NOTE: The title and the unit of measure for Vitamin A, Vitamin C, Calcium, Iron, and Protein cannot be changed.

14.5.7 Footnote Setting

With the initial settings, the footnote setting is not available. To use this function, contact your nearest TOSHIBA TEC service representative or sales agent.

The following screen will appear when the **[Footnote]** key of the Nutrition Facts Programming screen is touched.



ocedui	e
	lt

Item	Procedure	
Entering Footnote 1	1. Input a numeric data. (0 – 99999)	
_	2. Touch the left side data entry area.	
	NOTE : For Calories, the effective value is 0 – 9999. Values for Nutrition Labeling table.	Refer to the Reference
Entering Footnote 2	1. Input a numeric data. (0 – 99999)	
	2. Touch the right side data entry area.	
	NOTE : For Calories, the effective value is 0 – 9999. Values for Nutrition Labeling table.	Refer to the Reference
	values for Nutrition Labelling table.	

Reference Values for Nutrition Labeling

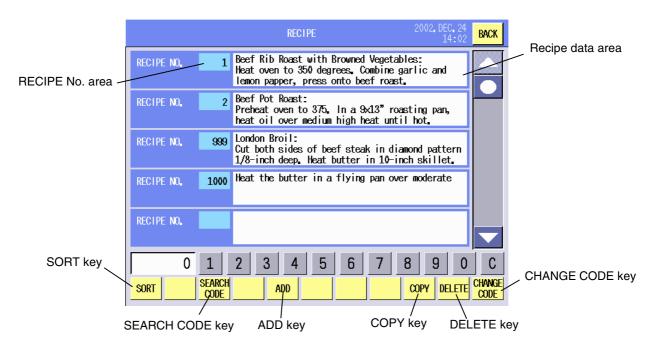
(Based on a 2000 calories intake: for adults and children over 3)

Nutrition	Unit of measure	Daily value	Nutrition	Unit of measure	Daily value
Total Fat	Grams (g)	65	Niacin	Milligrams (mg)	20
Saturated Fat	Grams (g)	20	Vitamin B6	Milligrams (mg)	2.0
Cholesterol	Milligrams (mg)	300	Folate	Micrograms (ug)	400
Sodium	Milligrams (mg)	2400	Vitamin B12	Micrograms (ug)	6.0
Potassium	Milligrams (mg)	3500	Biotin	Micrograms (ug)	300
Total Carbohydrate	Grams (g)	300	Pantothenic acid	Milligrams (mg)	10
Dietary Fiber	Grams (g)	25	Phosphorus	Milligrams (mg)	1000
Protein	Grams (g)	50	lodine	Micrograms (ug)	150
Vitamin A	International Unit (IU)	5000	Magnesium	Milligrams (mg)	400
Vitamin C	Milligrams (mg)	60	Zinc	Milligrams (mg)	15
Calcium	Milligrams (mg)	1000	Selenium	Micrograms (ug)	70
Iron	Milligrams (mg)	18	Copper	Milligrams (mg)	2.0
Vitamin D	International Unit (IU)	400	Manganese	Milligrams (mg)	2.0
Vitamin E	International Unit (IU)	30	Chromium	Micrograms (ug)	120
Vitamin K	Micrograms (ug)	80	Molybdenum	Micrograms (ug)	75
Thiamin	Milligrams (mg)	1.5	Chloride	Milligrams (mg)	3400
Riboflavin	Milligrams (mg)	1.7			

14.6 Recipe Setting

You can set recipe with this menu.

The following screen will appear when the [Recipe] key of the Programming Mode Main Menu is touched.



Key Functions

Key	Function	
SORT	Used to defragment the data in the flash ROM.	
	Since this machine uses the flash ROM, repeated data input may disable the data	
	entry in spite of sufficient memory capacity. ("Memory not enough error" will	
	appear.)	
	When the [SORT] key is touched, the confirmation screen will appear. To execute,	
	touch the [GO] key, or [CANCEL] key to cancel.	
	It takes a while to complete the data sort.	
	Used to search the desired Recipe No. and display it on top of the list.	
ADD	Used to add a new recipe.	
COPY	Used to copy the data to other Recipe No.	
DELETE	Used to delete the desired Recipe No.	
CHANGE CODE	Used to change the Recipe. No.	

Procedure

Item	Procedure
Adding a new recipe	1. Input a new Recipe No. (0 – 1000)
	2. Touch the [ADD] key.
Selecting the Recipe No.	1. Touch the Recipe No. area.
and editing the recipe.	2. Touch the same Recipe No. area again to edit the recipe.
	3. Enter a recipe data on the edit screen. (max. 54 characters x 38 lines)
Searching a Recipe No.	1. Input a Recipe No. you desire to search.
	2. Touch the [SEARCH CODE] key.
Copying Recipe	1. Touch the Recipe No. area of copy source.
	2. Input the Recipe No. of copy destination.
	3. Touch the [COPY] key.
Deleting the Recipe	1. Touch the Recipe No. area to be deleted.
	2. Input the Recipe No.
	3. Touch the [DELETE] key.
Changing the Recipe No.	1. Touch the Recipe No. area you desire to change.
	2. Input a new Recipe No.
	3. Touch the [CHANGE CODE] key.

NOTE: When the already existing Recipe No. is input for the copy or No. change operation, a beep tone sounds and an error message is displayed. Overwrite ([GO] key) or cancel ([Cancel] key) the operation.

14.7 Grade Line Setting

You can set the grade line with this menu.

The following screen will appear when the **[Grade line]** key of the Programming Mode Main Menu is touched.



Key Functions

Ney Functions	
Key	Function
SORT	Used to defragment the data in the flash ROM.
	Since this machine uses the flash ROM, repeated data input may disable the
	data entry in spite of sufficient memory capacity. ("Memory not enough error"
	will appear.)
	When the [SORT] key is touched, the confirmation screen will appear. To
	execute, touch the [GO] key, or [CANCEL] key to cancel.
	It takes a while to complete the data sort.
SEARCH CODE	Used to search the desired grade line No. and display it on top of the list.
ADD	Used to add a new grade line.
COPY	Used to copy the data to other grade line No.
DELETE	Used to delete the desired grade line No.
CHANGE CODE	Used to change the grade line No.

Procedure

Item	Procedure	
Adding a new grade line	1. Input a new grade line No. (1 – 99)	
	2. Touch the [ADD] key.	
Selecting the grade line	1. Touch the grade line No. area to select.	
No. and editing the grade	2. Touch the same grade line No. area again to edit the grade line. (Max.	
line.	32 characters x 1 line)	
Searching a grade line	1. Input a grade line No. you desire to search.	
No.	2. Touch the [SEARCH CODE] key.	
Copying the grade line	1. Touch the grade line No. area of copy source.	
	2. Input the grade line No. of copy destination.	
	3. Touch the [COPY] key.	
Deleting the grade line	1. Touch the grade line No. area to be deleted.	
	2. Input the grade line No.	
	3. Touch the [DELETE] key.	
Changing the grade line	1. Touch the grade line No. area you desire to change.	
No.	2. Input a new grade line No.	
	3. Touch the [CHANGE CODE] key.	

NOTE: When the already existing grade line No. is input for the copy or No. change operation, a beep tone sounds and an error message is displayed. Overwrite (**[GO]** key) or cancel (**[Cancel]** key) the operation.

14.8 Message/Information Setting

You can set the message or information with this menu.

The messages programmed here can be printed on the label or displayed in a scrolling message.

The following screen will appear when the [Message/Information] key of the Programming Mode



Key functions

Key	Function
SORT	Used to defragment the data in the flash ROM.
	Since this machine uses the flash ROM, repeated data input may disable the data
	entry in spite of sufficient memory capacity. ("Memory not enough error" will
	appear.)
	When the [SORT] key is touched, the confirmation screen will appear. To execute,
	touch the [GO] key, or [CANCEL] key to cancel.
	It takes a while to complete the data sort.
SEARCH CODE	Used to search the desired message No. and display it on top of the list.
ADD	Used to add a new message/information.
COPY	Used to copy the data to other message No.
DELETE	Used to delete the desired message No.
CHANGE CODE	Used to change the message No.

Procedure

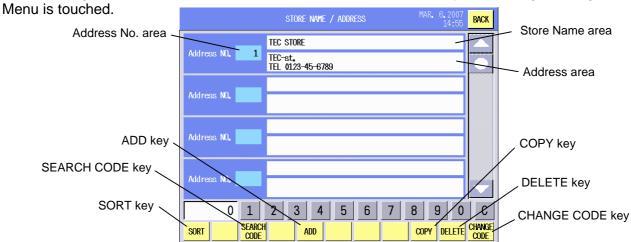
ltem	Procedure
Adding a new message	1. Input a new message No. (1 – 99)
	2. Touch the [ADD] key.
Selecting the message No.	1. Touch the message No. area.
and editing the message.	2. Touch the same message No. area again to edit the message. (Max.
	32 characters x 1 line)
Searching a message No.	1. Input a message No. you desire to search.
	2. Touch the [SEARCH CODE] key.
Copying the message	1. Touch the message No. area of copy source.
	2. Input the message No. of copy destination.
	3. Touch the [COPY] key.
Deleting the message	1. Touch the message No. area to be deleted.
	2. Input the message No.
	3. Touch the [DELETE] key.
Changing the message No.	1. Touch the message No. area you desire to change.
	2. Input a new message No.
NOTE MUSIC CONTRACTOR OF	3. Touch the [CHANGE CODE] key.

NOTE: When the already existing message No. is input for the copy or No. change operation, a beep tone sounds and an error message is displayed. Overwrite (**[GO]** key) or cancel (**[Cancel]** key) the operation.

14.9 Store Name/Address Setting

You can set the store name and address with this menu.

The following screen will appear when the [Store name/Address] key of the Programming Mode Main



Key Functions

itoy i amonomo	
Key	Function
SORT	Used to defragment the data in the flash ROM.
	Since this machine uses the flash ROM, repeated data input may disable the data entry
	in spite of sufficient memory capacity. ("Memory not enough error" will appear.)
	When the [SORT] key is touched, the confirmation screen will appear. To execute,
	touch the [GO] key, or [CANCEL] key to cancel.
	It takes a while to complete the data sort.
SEARCH CODE	Used to search the desired address No. and display it on top of the list.
ADD	Used to add a new store name/address.
COPY	Used to copy the data to other address No.
DELETE	Used to delete the desired address No.
CHANGE CODE	Used to change the address No.

Procedure

Item	Procedure				
Adding a new store	1. Input a new address No. (1 – 50)				
name/address	2. Touch the [ADD] key.				
Selecting the store	1. Touch the store name area.				
name and editing the	2. Touch the same store name area again to edit the store name (Max. 32				
store name	characters x 1 line).				
Selecting the address	1. Touch the address area.				
and editing the address	2. Touch the same address area again to edit the address (Max. 32 characters x				
	2 lines).				
	Input an address No. you desire to search.				
No.	2. Touch the [SEARCH CODE] key.				
. , ,	1. Touch the address No. area of copy source.				
name/address	2. Input the address No. of copy destination.				
	3. Touch the [COPY] key.				
	1. Touch the address No. area to be deleted.				
name/address	2. Input the address No.				
	3. Touch the [DELETE] key.				
5 5	1. Touch the address No. area you desire to change.				
No.	2. Input a new address No.				
NOTE MILE	3. Touch the [CHANGE CODE] key.				

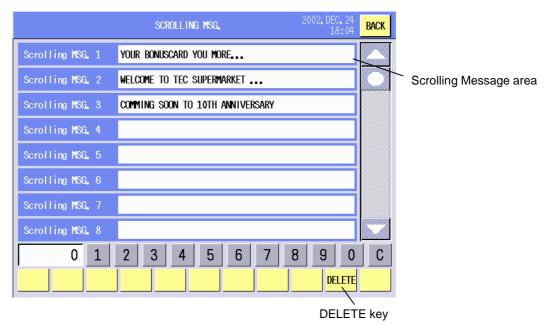
NOTE: When the already existing address No. is input for the copy or No. change operation, a beep tone sounds and an error message is displayed. Overwrite (**[GO]** key) or cancel (**[Cancel]** key) the operation.

14.10 Scrolling Message Setting

You can set the scrolling message with this menu.

The scrolling message programmed here can be displayed on the customer's display in various ways.

The following screen will appear when the **[Scrolling Message]** key of the Programming Mode Main Menu is touched.



Key Functions

Key	Function	
DELETE	Used to delete the desired scrolling message No.	

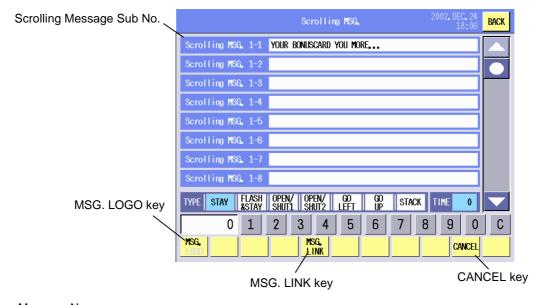
Item	Procedure			
Selecting the message No.	1. Touch the scrolling message area.			
and editing the scrolling	2. Touch the same scrolling message area again to edit the scrolling			
message	message.			
	3. The Scrolling Message Edit screen will appear. (See next page.)			
Deleting the scrolling	1. Touch the scrolling message area to be deleted.			
message	2. Input the scrolling message No.			
	3. Touch the [DELETE] key.			

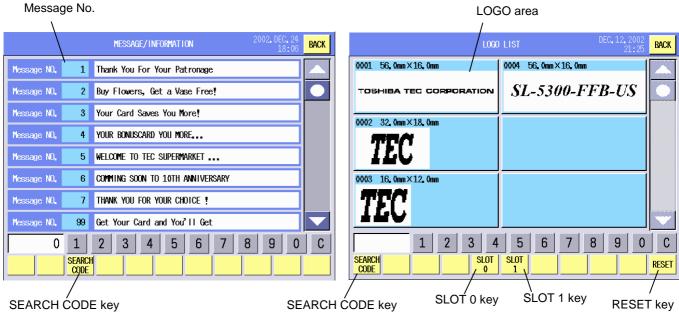
When the scrolling message area is touched twice, the following screen will appear.

This screen is used to call the registered messages or logos and assign them to the scrolling message No. One scrolling message consists of up to 8 messages/logos, and they are displayed in order of the scrolling message sub number.

Also, scrolling message display method is selectable from 7 options.

Scrolling Message Edit Screen





Kev Functions

1/	
Key	Function
MSG./LOGO	Used to switch the linked object between the message and the logo.
MSG. LINK	Used to link the selected object to the scrolling message.
CANCEL	Used to break the link.
SEARCH CODE	Used to search the desired message No. or logo.
RESET	Used to cancel the logo selection.
SLOT0/SLOT1	Shown only when a flash memory card containing the logo data is inserted.

Item	Procedure						
Selecting the scrolling	 Touch the scrolling message sub number area to select. 						
message sub No. and	2. Touch the same scrolling message sub number area again to select a						
assigning the	message/logo.						
message/logo	3. The Message/Information list or Logo list will appear.						
	4. Touch the desired message/logo.						
	Touch the scrolling message sub number area to select.						
	2. Input the message No. or logo No. to be assigned.						
	3. Touch the [MSG. LINK] key.						
Display method	Select the desired display method from the 7 options.						
	STAY: Max. 20 characters can be displayed. No animation. FLASH&STAY: Max. 20 characters are flashed. No animation. OPEN/SHUT1: Max. 20 characters are alternately covered toward and opened from the center in horizontal direction.						
	OPEN/SHUT2: Max. 20 characters are alternately covered toward and opened from the center in vertical direction.						
	GO LEFT: Max. 32 characters are scrolled leftward.						
	GO UP: Max. 20 characters are scrolled upward.						
	STACK: Max. 32 characters are scrolled leftward and stuck at the left end.						
	NOTE : All options are selectable when the customer's display is an optional full dot display, however, with the standard customer's display (5x7-dot display), only Stay, Flash&Stay, and Go left are available.						
Display time	1. Input a numeric data. (Unit: second)						
·	2. Touch the [TIME] key.						
Cancel	Touch the desired scrolling message sub number area.						
	2. Input the sub number (1 - 8) to be canceled.						
	3. Touch the [CANCEL] key.						

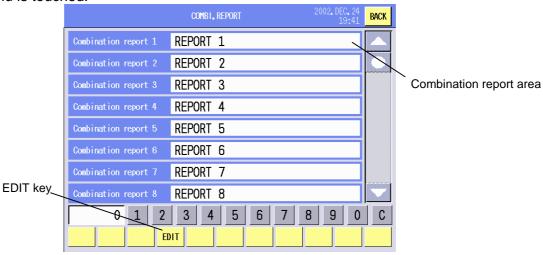
NOTE: Scrolling logos can be displayed only on the 256 x 64 dot full dot display, within the size of 256 x 64 dots area.

14.11 Combination Report Setting

You can set the combination of the reports with this menu.

One combination report consists of up to 8 kinds of report, which allows issuing 8 different reports at the same time.

The following screen will appear when the **[Combination Report/Reset]** key of the Programming Mode Main menu is touched.



Key Functions

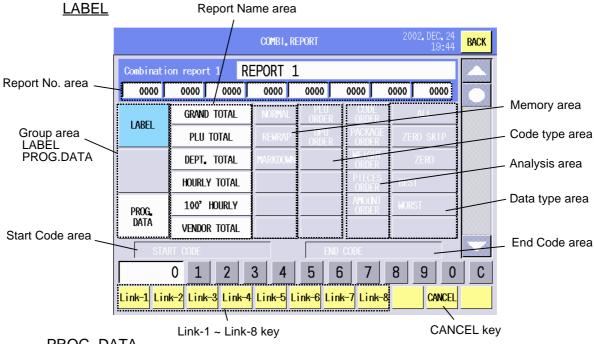
Key	Function			
EDIT	Used to change the combination report name.			

Procedure

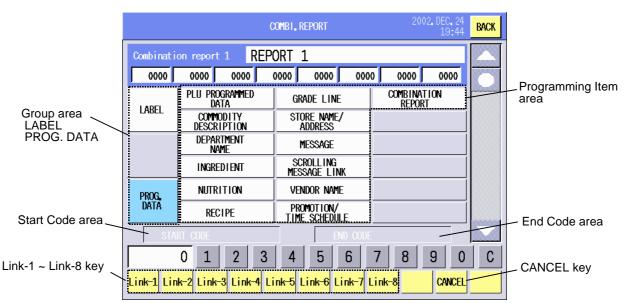
Item	Procedure
Combining the reports	1. Touch the combination report area twice.
	2. The Combination Report Edit screen will appear (See figure below.)
Changing the combination	1. Touch the combination report area.
report name	2. Touch the [EDIT] key.
	3. Change the report name on the edit screen.

Combination Report Edit screen

Up to 8 reports can be assigned to one combination report.







Key Functions

Key	Function
LINK 1 – LINK 8	Used to link the desired reports to the selected combination report No.
CANCEL	Used to break the link.

Item	Procedure				
Linking the reports/items to	When selecting from the report types:				
a combination report.	1. Touch the [LABEL] key.				
	2. Touch the desired report name key.				
	3. Select the desired options as long as the selectable keys are displayed.				
	4. Touch the [Link] key. (Link 1 - Link 8)				
	5. Corresponding report No. (Note) is displayed in the Report No. area.				
	When selecting from the programming items:				
	1. Touch the [PROG. DATA] key.				
	2. Touch the desired programming item key.				
	3. Input the start code and touch the Start Code area.				
	4. Input the end code and touch the End Code area.				
	NOTE: The report number table is provided on the following page.				
Confirming the details of the	1. Touch the Report No. area.				
report	2. The details of the selected report are displayed.				
Breaking the link	1. Touch the Report No. area to be cancelled.				
	2. Touch the [CANCEL] key.				

Report number table

GROUP	REPORT NAME	MEMORY	CODE KIND	ANALYSYS	DATA KIND	REPORT NO.
		NORMAL	-	-	-	1001
	GRAND TOTAL	REWRAP	-	-	-	1002
		MARKDOWN	-	-	-	1003
					ALL	1101
				CODE ORDER	ZERO SKIP	1102
					ZERO	1103
					BEST(ALL)	1104
				DAOKA OF ODDED	BEST(LIMITED)	1105
				PACKAGE ORDER	WORST(ALL)	1106
					WORST(LIMITED)	1107
					BEST(ALL)	1108
				WEIGHT OPPED	BEST(LIMITED)	1109
			PLU ORDER	WEIGHT ORDER	WORST(ALL)	1110
					WORST(LIMITED)	1111
					BEST(ALL)	1112
				DIECEC ODDED	BEST(LIMITED)	1113
				PIECES ORDER	WORST(ALL)	1114
					WORST(LIMITED)	1115
					BEST(ALL)	1116
				AMOUNT OPDER	BEST(LIMITED)	1117
LABEL				AMOUNT ORDER	WORST(ALL)	1118
	PLU TOTAL	NORMAL			WORST(LIMITED)	1119
	PLOTOTAL	NORWAL			ALL	1151
				CODE ORDER	ZERO SKIP	1152
					ZERO	1153
				PACKAGE ORDER	BEST(ALL)	1154
					BEST(LIMITED)	1155
					WORST(ALL)	1156
					WORST(LIMITED)	1157
					BEST(ALL)	1158
				WEIGHT ORDER	BEST(LIMITED)	1159
			UPC ORDER	WEIGHT ORDER	WORST(ALL)	1160
					WORST(LIMITED)	1161
					BEST(ALL)	1162
				DIECES OPPED	BEST(LIMITED)	1163
				PIECES ORDER	WORST(ALL)	1164
					WORST(LIMITED)	1165
				AMOUNT ORDER	BEST(ALL)	1166
					BEST(LIMITED)	1167
					WORST(ALL)	1168
					WORST(LIMITED)	1169

GROUP	REPORT NAME	MEMORY	CODE KIND	ANALYSYS	DATA KIND	REPORT NO.
				CODE ORDER	ALL	1201
					ZERO SKIP	1202
					ZERO	1203
				PACKAGE ORDER	BEST(ALL)	1204
					BEST(LIMITED)	1205
					WORST(ALL)	1206
					WORST(LIMITED)	1207
					BEST(ALL)	1208
				WEIGHT ORDER	BEST(LIMITED)	1209
			PLU ORDER	WEIGHT ORDER	WORST(ALL)	1210
					WORST(LIMITED)	1211
					BEST(ALL)	1212
				DIECEC ODDED	BEST(LIMITED)	1213
				PIECES ORDER	WORST(ALL)	1214
					WORST(LIMITED)	1215
					BEST(ALL)	1216
				AMOUNT ORDER	BEST(LIMITED)	1217
				AWOUNT ORDER	WORST(ALL)	1218
LABEL	PLU TOTAL	TAL REWRAP			WORST(LIMITED)	1219
LADEL	PLU TOTAL	KEWKAP		CODE ORDER	ALL	1251
					ZERO SKIP	1252
					ZERO	1253
				PACKAGE ORDER	BEST(ALL)	1254
					BEST(LIMITED)	1255
					WORST(ALL)	1256
					WORST(LIMITED)	1257
				WEIGHT ORDER	BEST(ALL)	1258
					BEST(LIMITED)	1259
			UPC ORDER		WORST(ALL)	1260
					WORST(LIMITED)	1261
				PIECES ORDER	BEST(ALL)	1262
					BEST(LIMITED)	1263
					WORST(ALL)	1264
					WORST(LIMITED)	1265
				AMOUNT ORDER	BEST(ALL)	1266
					BEST(LIMITED)	1267
					WORST(ALL)	1268
					WORST(LIMITED)	1269

GROUP	REPORT NAME	MEMORY	CODE KIND	ANALYSYS	DATA KIND	REPORT NO.
					ALL	1301
				CODE ORDER	ZERO SKIP	1302
					ZERO	1303
					BEST(ALL)	1304
				DACKACE ODDED	BEST(LIMITED)	1305
				PACKAGE ORDER	WORST(ALL)	1306
					WORST(LIMITED)	1307
					BEST(ALL)	1308
				WEIGHT ORDER	BEST(LIMITED)	1309
			PLU ORDER	WEIGHT ORDER	WORST(ALL)	1310
					WORST(LIMITED)	1311
					BEST(ALL)	1312
				PIECES ORDER	BEST(LIMITED)	1313
				PIECES ORDER	WORST(ALL)	1314
	PLU TOTAL				WORST(LIMITED)	1315
				AMOUNT ORDER	BEST(ALL)	1316
					BEST(LIMITED)	1317
		MAA DIKDOMAN			WORST(ALL)	1318
LABEL					WORST(LIMITED)	1319
LADEL		MARKDOWN		CODE ORDER	ALL	1351
					ZERO SKIP	1352
					ZERO	1353
				PACKAGE ORDER	BEST(ALL)	1354
					BEST(LIMITED)	1355
					WORST(ALL)	1356
					WORST(LIMITED)	1357
					BEST(ALL)	1358
				WEIGHT ORDER	BEST(LIMITED)	1359
			UPC ORDER	WEIGHT ORDER	WORST(ALL)	1360
					WORST(LIMITED)	1361
					BEST(ALL)	1362
				DIECEC ODDED	BEST(LIMITED)	1363
				PIECES ORDER	WORST(ALL)	1364
					WORST(LIMITED)	1365
					BEST(ALL)	1366
				AMOUNT OPPER	BEST(LIMITED)	1367
				AMOUNT ORDER	WORST(ALL)	1368
					WORST(LIMITED)	1369

GROUP	REPORT NAME	MEMORY	CODE KIND	ANALYSYS	DATA KIND	REPORT NO.
					ALL	1401
				CODE ORDER	ZERO SKIP	1402
					ZERO	1403
					BEST(ALL)	1404
				DACKACE ODDED	BEST(LIMITED)	1405
				PACKAGE ORDER	WORST(ALL)	1406
					WORST(LIMITED)	1407
					BEST(ALL)	1408
				WEIGHT OPPER	BEST(LIMITED)	1409
		NORMAL	-	WEIGHT ORDER	WORST(ALL)	1410
					WORST(LIMITED)	1411
					BEST(ALL)	1412
				DIFOEO ODDED	BEST(LIMITED)	1413
				PIECES ORDER	WORST(ALL)	1414
					WORST(LIMITED)	1415
	DEPT. TOTAL				BEST(ALL)	1416
				AMOUNT ORDER	BEST(LIMITED)	1417
					WORST(ALL)	1418
LADEL					WORST(LIMITED)	1419
LABEL		T. TOTAL		CODE ORDER	ALL	1501
					ZERO SKIP	1502
					ZERO	1503
				PACKAGE ORDER	BEST(ALL)	1504
					BEST(LIMITED)	1505
					WORST(ALL)	1506
					WORST(LIMITED)	1507
					BEST(ALL)	1508
				WEIGHT ORDER	BEST(LIMITED)	1509
		REWRAP	-	WEIGHT ORDER	WORST(ALL)	1510
					WORST(LIMITED)	1511
					BEST(ALL)	1512
				DIFOEO ODDED	BEST(LIMITED)	1513
				PIECES ORDER	WORST(ALL)	1514
					WORST(LIMITED)	1515
					BEST(ALL)	1516
				AMOUNT OPPER	BEST(LIMITED)	1517
				AMOUNT ORDER	WORST(ALL)	1518
					WORST(LIMITED)	1519

GROUP	REPORT NAME	MEMORY	CODE KIND	ANALYSYS	DATA KIND	REPORT NO.
					ALL	1601
				CODE ORDER	ZERO SKIP	1602
					ZERO	1603
					BEST(ALL)	1604
				DAOKA OF ODDED	BEST(LIMITED)	1605
				PACKAGE ORDER	WORST(ALL)	1606
					WORST(LIMITED)	1607
					BEST(ALL)	1608
				WEIGHT OPPED	BEST(LIMITED)	1609
	DEPT. TOTAL	MARKDOWN	-	WEIGHT ORDER	WORST(ALL)	1610
					WORST(LIMITED)	1611
					BEST(ALL)	1612
				DIEGEO ODDED	BEST(LIMITED)	1613
				PIECES ORDER	WORST(ALL)	1614
					WORST(LIMITED)	1615
				AMOUNT ORDER	BEST(ALL)	1616
					BEST(LIMITED)	1617
					WORST(ALL)	1618
LABEL					WORST(LIMITED)	1619
LABEL	HOURLY TOTAL	NORMAL	-	-	-	1701
		REWRAP	-	-	-	1702
		MARKDOWN	-	-	-	1703
	100' HOURLY	NORMAL	-	-	-	1801
				CODE ORDER	ALL	1901
					ZERO SKIP	1902
					ZERO	1903
					BEST(ALL)	1904
				CUCTOM OPPED	BEST(LIMITED)	1905
				CUSTOM ORDER	WORST(ALL)	1906
					WORST(LIMITED)	1907
	VENDOR TOTAL	NORMAL	-		BEST(ALL)	1908
				ITEM ODDED	BEST(LIMITED)	1909
				ITEM ORDER	WORST(ALL)	1910
					WORST(LIMITED)	1911
					BEST(ALL)	1912
				AMOUNT OFFE	BEST(LIMITED)	1913
				AMOUNT ORDER	WORST(ALL)	1914
					WORST(LIMITED)	1915

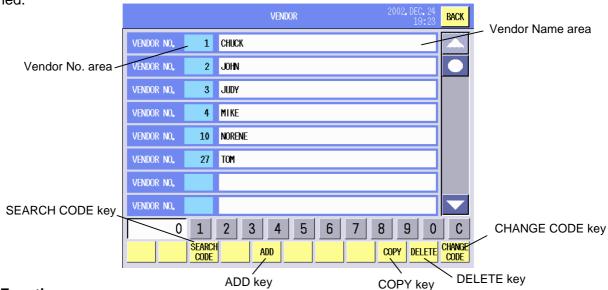
GROUP	REPORT NAME	MEMORY	CODE KIND	ANALYSYS	DATA KIND	REPORT NO.
					ALL	2001
				CODE ORDER	ZERO SKIP	2002
					ZERO	2003
					BEST(ALL)	2004
				CUSTOM ORDER	BEST(LIMITED)	2005
				CUSTOW ORDER	WORST(ALL)	2006
					WORST(LIMITED)	2007
	VENDOR TOTAL	REWRAP	-		BEST(ALL)	2008
				ITEM ORDER	BEST(LIMITED)	2009
				ITEW ORDER	WORST(ALL)	2010
					WORST(LIMITED)	2011
				AMOUNT ORDER	BEST(ALL)	2012
					BEST(LIMITED)	2013
					WORST(ALL)	2014
LABEL					WORST(LIMITED)	2015
LADEL				CODE ORDER	ALL	2101
					ZERO SKIP	2102
					ZERO	2103
				CUSTOM ORDER	BEST(ALL)	2104
					BEST(LIMITED)	2105
					WORST(ALL)	2106
					WORST(LIMITED)	2107
	VENDOR TOTAL	MARKDOWN	-		BEST(ALL)	2108
				ITEM ORDER	BEST(LIMITED)	2109
				ITEW ORDER	WORST(ALL)	2110
					WORST(LIMITED)	2111
					BEST(ALL)	2112
				AMOUNT OPPES	BEST(LIMITED)	2113
				AMOUNT ORDER	WORST(ALL)	2114
					WORST(LIMITED)	2115

GROUP	REPORT NAME	REPORT NO.
	PLU PROGRAMMED DATA	8001
	COMMODITY DESCRIPTION	8002
	DEPARTMENT NAME	8003
	INGREDIENT	8004
	NUTRITION	8005
	RECIPE	8006
PROG.	GRADE LINE	8007
	STORE NAME/ADDRESS	8008
	MESSAGE	8009
	SCROLLING MESSAGE LINK	8010
	VENDOR NAME	8011
	PROMOTION/TIME SCHEDULE	8012
	COMBINATION REPORT	8013

14.12 Vendor Setting

You can set the vendor names with this menu.

The following screen will appear when the **[Vendor]** key of the Programming Mode Main Menu is touched.



Key Functions

Key	Function
SEARCH CODE	Used to search the desired vendor No. and display it on top of the list.
ADD	Used to add a new vendor.
COPY	Used to copy the data to other vendor No.
DELETE	Used to delete the desired vendor No.
CHANGE CODE	Used to change the vendor No.

Procedure

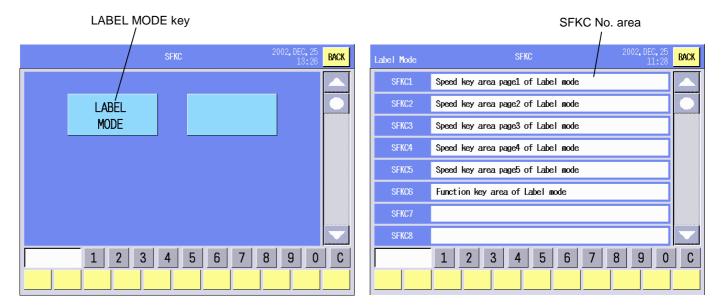
Item	Procedure
Adding a new vendor	1. Input 2-digit vendor No. (01 – 99)
	2. Touch the [ADD] key.
	3. Touch the data entry area and enter the data.
Selecting a vendor No. and	1. Touch the Vendor No. area.
editing the vendor	2. Touch the same Vendor No. area again to edit the vendor name
	(max. 24 characters).
Searching a vendor No.	1. Input the vendor No. you desire to search.
-	2. Touch the [SEARCH CODE] key.
Copying the vendor	1. Touch the vendor No. area of copy source.
	2. Input the vendor No. of copy destination.
	3. Touch the [COPY] key.
Deleting the vendor	1. Touch the vendor No. area to be deleted.
	2. Input the vendor No.
	3. Touch the [DELETE] key.
Changing the vendor No.	1. Touch the vendor No. area you desire to change.
	2. Input a new vendor No.
	3. Touch the [CHANGE CODE] key.

NOTE: When the already existing vendor No. is input for the copy or No. change operation, a beep tone sounds and an error message is displayed. Overwrite (**[GO]** key) or cancel (**[Cancel]** key) the operation.

14.13 SFKC Setting

You can set the SFKC (Selective Function Key Code) with this menu.

The SFKC's initial screen will appear when the **[SFKC]** key of the Programming Mode Main Menu is touched. Touch the **[LABEL MODE]** key to display the SFKC programming screen. Up to 5 sheets of speed keys and one sheet of function keys can be programmed.



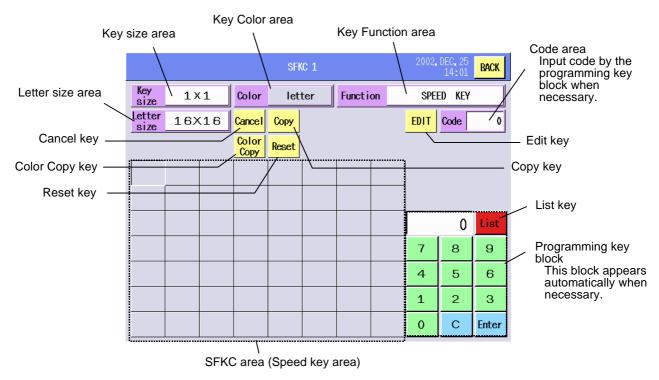
Key Functions

itey i unctions	
Key	Function
LABEL MODE	Used to display the SFKC setting screen.

Item	Procedure
Entering the SFKC setting	Touch the [LABEL MODE] key.
screen	
Programming the SFKC.	 Touch the desired SFKC area. The SFKC programming screen will appear.
	NOTE : SFKC1 to SFKC5 are used for the speed keys (sheet 1 to sheet 5). SFKC6 is used for the function keys.

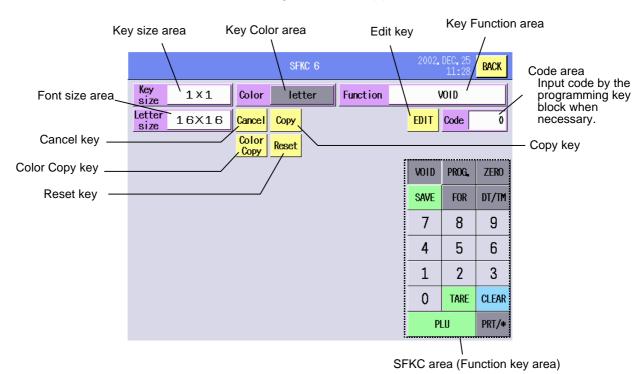
SFKC Programming screen (Speed keys)

When one of the SFKC1 to SFKC5 areas is touched, the following screen will appear.



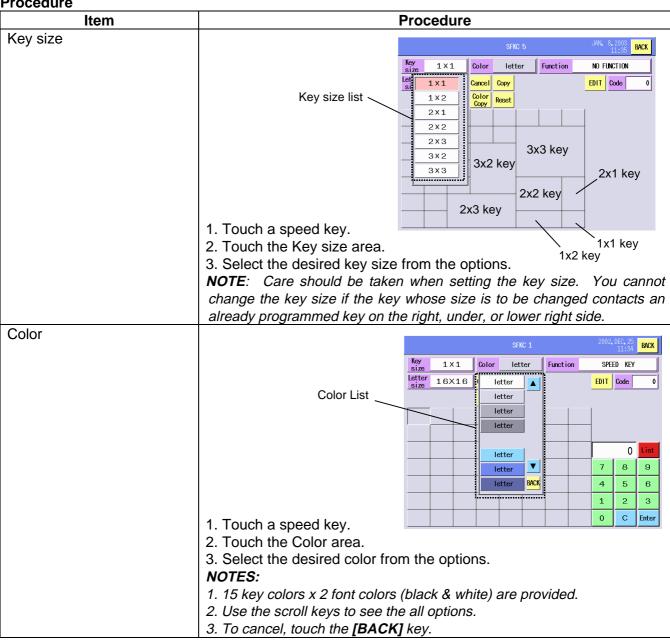
SFKC Programming screen (Function keys)

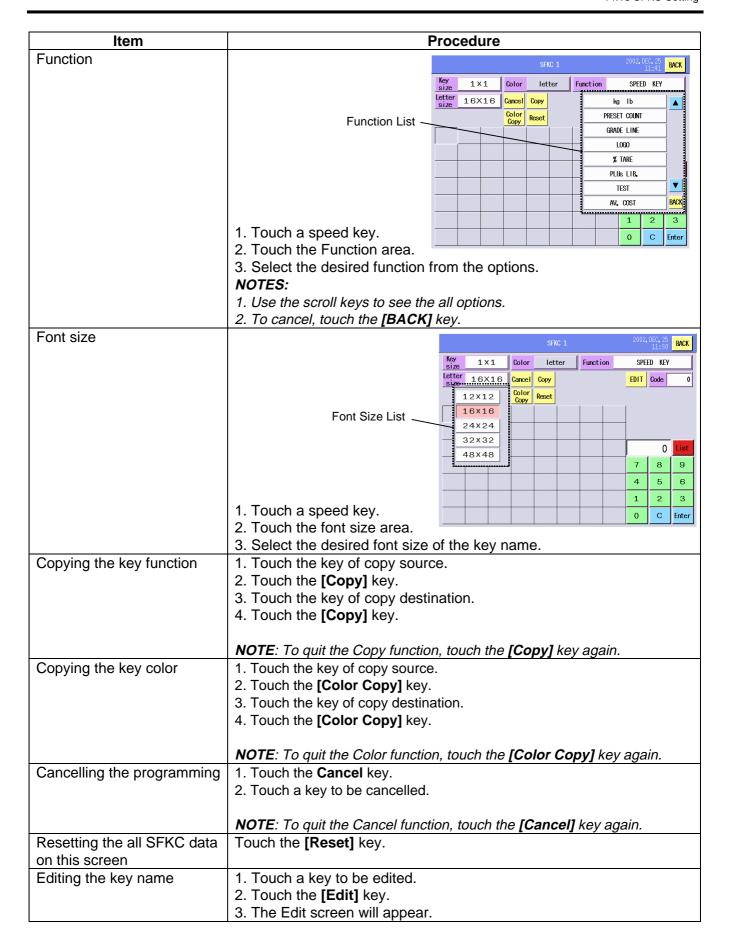
When the SFKC6 area is touched, the following screen will appear.



Key Functions

Key	Function
Сору	Used to copy the assigned function to other keys. To quit the Copy function, touch the key again.
Cancel	Used to cancel the assigned function. To quit the Cancel function, touch the key again.
Color Copy	Used to change the key color to the same one with the selected key. To quit the Color Copy function, touch the key again.
Reset	Used to reset the all SFKC data including the initial SFKC settings.
Edit	Used to edit the name marked on the key.
List	Used to display the list of the registered PLUs for the speed key setting or the vendors for the vendor key setting.
0 – 9, C, Enter	Used to input the PLU No., Vendor No. or SFKC page No.





SFKC Programming List

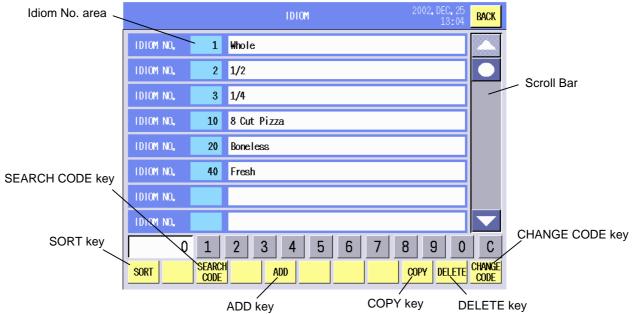
Function Zero count adjust key This key is compulsory to be set. Numeric keys	Edit Yes	1 - 5	6
This key is compulsory to be set.	Yes		_
	1 03	Yes	Yes
Numeric keys		163	163
	Yes	Yes	Yes
These keys are compulsory to be set.		100	100
Clear key	Yes	Yes	Yes
This key is compulsory to be set.			
PLU key			
, ,	Yes	Yes	Yes
	Yes	Yes	Yes
		-	
	Yes	Yes	Yes
			. 55
	Yes	Yes	Yes
			. 55
	Yes	Yes	Yes
	Yes	Yes	Yes
	Yes	Yes	Yes
		-	
, ,	No	Yes	Yes
		-	
,			
	No	Yes	Yes
9. 9	No	Yes	Yes
9.		Yes	Yes
	No		
		-	
	Yes	Yes	Yes
1 .	Yes	Yes	No
<u> </u>	Vac	Va-	V
' '	res	res	Yes
		+	
	Ye	Yes	Yes
	Yes	Yes	Yes
	Yes	Yes	Yes
	Yes	Yes	Yes
	Yes	Yes	Yes
	Used to call the registered PLUs by entering their numbers. Without the PLU key, you cannot call the PLUs by using the PLU No. Tare key Used to save the tare. Save key Used to save data. For key Used to input a quantity. Date/Time key Used to change the date and time temporarily. Void key Used to void the last entry. Program key Used to enter the Programming Mode. 1/2, 1/4 key Used to change the serving each time this key is touched. Auto, Manual key Used to change the label issue method between the manual and automatic each time this key is touched. Kg, 100g key Used to change the serving each time this key is touched. Kg, Lb key Used to change the unit of measure each time this key is touched. PRT/* key Used to print labels. Speed keys Used to call the assigned PLUs. Preset count key Used to display the Preset count screen of the Programming Mode. Grade line key Used to call the registered grade line. Logo key Used to set % tare. PLU Library key Used to display the PLU library. Page key Used to change the sheet of the speed keys.	Without the PLU key, you cannot call the PLUs by using the PLU No. Tare key Used to save the tare. Save key Used to save data. For key Used to input a quantity. Pate/Time key Used to change the date and time temporarily. Void key Used to void the last entry. Program key Used to enter the Programming Mode. 1/2, 1/4 key Used to change the serving each time this key is touched. Auto, Manual key Used to change the label issue method between the manual and automatic each time this key is touched. Kg, 100g key Used to change the serving each time this key is touched. Kg, Lb key Used to change the unit of measure each time this key is touched. Kg, Lb key Used to print labels. Speed keys Used to call the assigned PLUs. Preset count key Used to display the Preset count screen of the Programming Mode. Grade line key Used to call the registered logo. %Tare key Used to set % tare. PLU Library key Used to display the PLU library. Page key	Without the PLU key, you cannot call the PLUs by using the PLU No. Tare key Used to save the tare. Save key Used to save data. For key Used to input a quantity. Date/Time key Used to change the date and time temporarily. Void key Used to void the last entry. Program key Used to enter the Programming Mode. 1/2, 1/4 key Used to change the serving each time this key is touched. No Yes Yes Yes Yes Yes Yes Yes Yes

Key	Function	Edit	SFKC sheet No.	
Rey			1 - 5	6
VENDOR	Vendor key	Yes	Yes	No
VENDOR	Used to call the registered vendor.	165		
TEST	Print test key.	Yes	Yes	Yes
IESI	Used to perform a print test.			162
AV.	Average cost key	Vaa	Yes	V
COST	Used to declare the average portion cost.	Yes	res	Yes
VENDOR	VENDOR Vendor Call key		Yes	Yes
CALL	Used to call the registered vendor list.	Yes	res	1 68

14.14 Idiom Setting

You can set the idioms (frequently used words) with this menu.

The following screen will appear when [Idiom] key of the Programming Mode Main Menu is touched.



Key Functions

tey i uncuons	
Key	Function
SORT	Used to defragment the data in the flash ROM.
	Since this machine uses the flash ROM, repeated data input may disable the
	data entry in spite of sufficient memory capacity. ("Memory not enough error will
	appear.)
	When the [SORT] key is touched, the confirmation screen will appear. To
	execute, touch the [GO] key, or [CANCEL] key to cancel.
	It takes a while to complete the data sort.
SEARCH CODE	Used to search the desired idiom No. and display it on top of the list.
ADD	Used to add a new idiom.
COPY	Used to copy the data to other idiom No.
DELETE	Used to delete the desired idiom No.
CHANGE CODE	Used to change the idiom No.

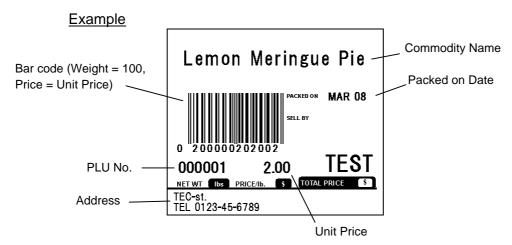
Procedure

Item	Procedure
Adding a new idiom	1. Input a new idiom number. (1 – 99)
	2. Touch the [ADD] key or a vacant idiom No. area.
	3. The Edit screen will appear.
Selecting an idiom No. and	1. Touch the idiom No. area to select.
editing the idiom	2. Touch the same idiom No. area again to edit the idiom (max. 20
	characters).
Searching an idiom No.	Input the idiom No. you desire to search.
	2. Touch the [SEARCH CODE] key.
Copying the idiom	1. Touch the idiom No. area of copy source.
	2. Input the idiom No. of copy destination.
	3. Touch the [COPY] key.
Deleting an idiom	1. Touch the idiom No. area to be deleted.
	2. Input the idiom No. to be deleted.
	3. Touch the [DELETE] key.
Changing the idiom No.	1. Touch the idiom No. are to be changed.
	2. Input a new idiom No.
	3. Touch the [CHANGE CODE] key.

NOTE: When the already existing idiom No. is input for the copy or No. change operation, a beep tone sounds and an error message is displayed. Overwrite (**[GO]** key) or cancel (**[Cancel]** key) the operation.

14.15 Confirmation Label Setting

You can print the commodity name, bar code, packed on date, PLU No. unit price, and address of the specified PLU. It is useful to confirm the settings or register the PLU data into a POS terminal by reading the bar code printed on the label.

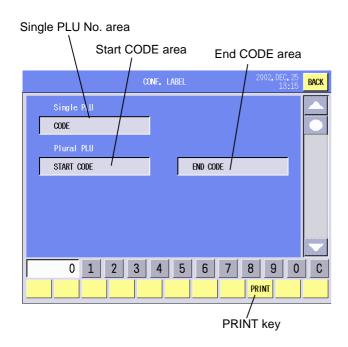


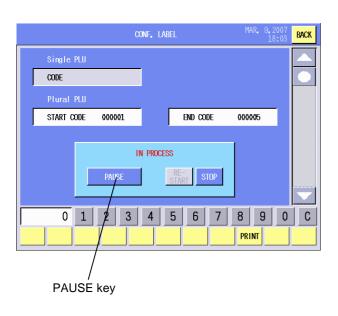
NOTES:

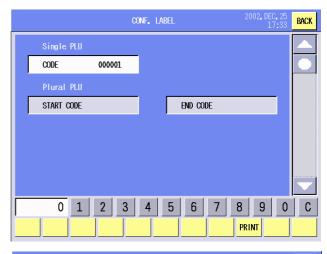
- 1. Bar code and address are not printed if they have not been set to "PRINT ON". (Refer to Section 16.1.1.)
- 2. Each print item's print position conforms to the label format setting. (Refer to Section 15.2.)

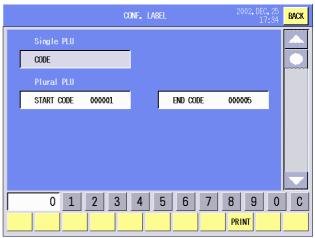
The following screen will appear when [Confirmation label] key of the Programming Mode Main Menu

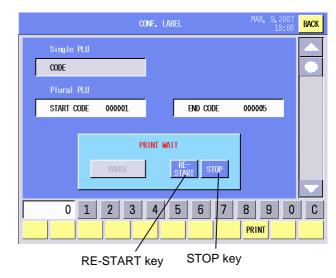
is touched.











Key Functions

Key	Function
PRINT	Used to print the label.
PAUSE	Used to temporarily stop printing.
RESTART	Used to resume printing.
STOP	Used to cancel printing.

Procedure

Item	Procedure
Selecting a single PLU No.	1. Input the desired PLU No.
	2. Touch the Single PLU area.
Selecting more than one	1. Input the start PLU No.
PLU No.	2. Touch the Start code area.
	3. Input the end PLU No.
	4. Touch the End ode area.
Printing a label	Touch the [PRINT] key.
	NOTES:
	To pause printing, touch the [PAUSE] key.
	To resume printing, touch the [RESTART] key.
	To quit printing, touch the [STOP] key.

14.16 Promotion Setting

You can set up to 99 different sales promotions. These promotions are applied based on the Schedule Programming. (See section 14.17)

The following screen will appear when the [Promotion] key of the Programming Mode Main Menu is touched. Condition 1 area Condition 2 area 1st break point and its value. The value w/o 2nd. break point and its value. break point means just change price. Condition 1 is set w/o break point, Condition area change price, condition 2 cannot be set. Price area PROMO INN BACK Schedule No. area Promotion i Promotion No. area 1. 000 lb 2,000 lb 1.59 0.050 lb 24 pcs 0 pcs 12 pcs 2 Margin area 3 1.000 lb 10.99 3,000 lb 8,99 0.100 lb 3 Only for weight condition, allows promotion to be 2,000 lb 8,99 4.000 lb 7.99 0.100 lb 3 available when break points 1. 000 lb 2,99 3,000 lb 2.59 0.050 lb 1 minus margin has been reached. 6 2,000 lb 0.010 lb 1 1.000 lb 4.99 3,99 7 0.050 lb Promotion 1_ 000 Ib 9.99 3,000 lb 7,99 3 8 0.500 lb 6.99 2,000 lb 5.99 0.010 lb 2 SEARCH CODE key CHANGE CODE key 0 9 0 1 2 3 8 DELETE CHANGE CODE SEARCH Weigh COPY ADD ADD key **DELETE** key Weigh/B-cnt key COPY key Promotion No. List Schedule No. area BACK BACK key Schedule NO. 1 Schedule NO. 2 Schedule NO. 3 Scroll Bar Schedule NO. SEARCH CODE key Schedule NO. SORT key 2 3 8 9 0 1 5 6 7 SEARCH CODE

Key Functions

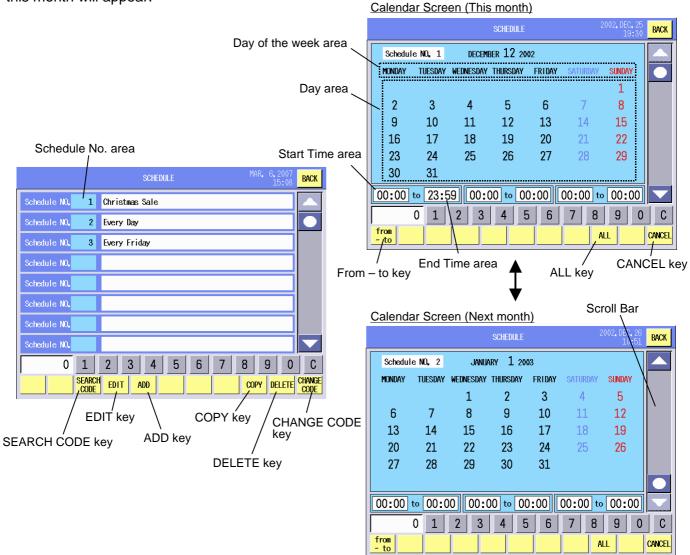
Key	Function
SORT	Used to defragment the data in the flash ROM.
	Since this machine uses the flash ROM, repeated data input may disable the
	data entry in spite of sufficient memory capacity. ("Memory not enough error" will
	appear.)
	When the [SORT] key is touched, the confirmation screen will appear. To
	execute, touch the [GO] key, or [CANCEL] key to cancel.
	It takes a while to complete the data sort.
SEARCH CODE	Used to search the desired promotion No. and display it on top of the list.
ADD	Used to add a new promotion data.
Weigh/B-cnt	Used to change the mode between the weigh and By-count.
COPY	Used to copy the data to other promotion No.
DELETE	Used to delete the desired promotion No.
CHANGE CODE	Used to change the promotion No.

Item	Procedure
Adding a new promotion	1. Input the desired number. (1 - 99)
No.	2. Touch the [ADD] key.
Setting the sales promotion	1. Touch the Promotion No. area.
data	2. Set the condition for Promotion 1.
	(1) Input the numeric data in a range of 0 to 99999 in case of the
	Weigh mode, or in a range of 0 to 99 in case of the By-count mode.
	(2) Touch the Condition area.
	(3) Input the price.
	(4) Touch the Price area.
	3. Set the condition for Promotion 2 in the same way.
	4. Set the margin.
	(1) Input the numeric data in a range of 0 to 99999 in case of the
	Weigh mode, or in a range of 0 to 99 in case of the By-count mode.
	(2) Touch the Margin area.
	5. Set the promotion schedule.
	(1) Touch the Schedule No. area.
	(2) The schedule list is displayed. (See Section 14.17.)
	(3) Touch the desired schedule No.
Changing the made	NOTE: The schedules should have been programmed in advance.
Changing the mode	Select the Weigh or By-count mode by touching the [Weigh/B-cnt] key.
Searching the promotion No.	 Input the desired promotion No. Touch the [SEARCH CODE] key.
Deleting the promotion No.	 Touch the promotion No. area to be deleted. Input the promotion No. to be deleted.
	3. Touch the [DELETE] key.
Changing the promotion No.	Touch the promotion No. area.
	2. Input a new promotion No.
	3. Touch the [CHANGE CODE] key.
	o. Todon the Chiatton Cobej Roy.

14.17 Schedule Setting

You can set the valid date and valid time of the sales promotion and FSP.

The following screen will appear when the **[Schedule]** key of the Programming Mode Main Menu is touched. When a new schedule No. is added or the schedule area is touched twice, the Calendar of this month will appear.



Kev Functions

tey i unotions	
Key	Function
SEARCH CODE	Used to search the desired schedule No. and display it on top of the list.
EDIT	Used to edit the schedule name.
ADD	Used to add a new schedule No.
COPY	Used to copy the data to other schedule No.
DELETE	Used to delete the desired schedule No.
CHANGE CODE	Used to change the schedule No.
From – to	Used to program the range of valid date. (Calendar screen)
ALL	Used to select all days of the month. (Calendar screen)
CANCEL	Used to cancel all days of the month. (Calendar screen)

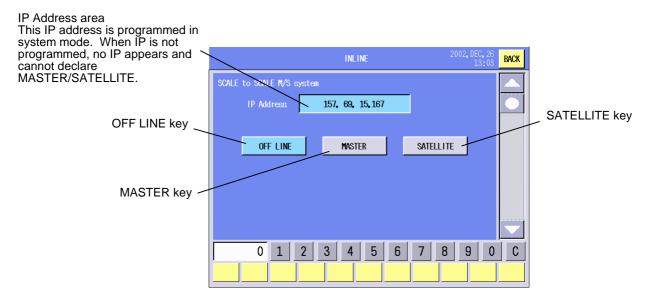
Item	Procedure
Adding a new schedule No.	1. Input a new schedule No. (1- 99)
	2. Touch the [ADD] key.
Setting the schedule name	1. Touch the schedule No. area.
	2. Touch the [EDIT] key.
	3. Enter the schedule name on the edit screen (max. 24 characters).
Selecting and programming	1. Touch the desired schedule No. area to select.
the schedule	2. Touch the same schedule No. area again to program.
	3. The calendar will appear.
Searching the schedule No.	Input the desired schedule No.
	2. Touch the [SEARCH CODE] key.
Copying the schedule No.	1. Touch the schedule No. area of copy source.
	2. Input the schedule No. of copy destination.
	3. Touch the [COPY] key.
Deleting the schedule No.	1. Touch the schedule No. area to be deleted.
	2. Input the schedule No. to be deleted.
	3. Touch the [DELETE] key.
Changing the schedule no.	1. Touch the desired schedule No. area.
	2. Input a new schedule No.
	3. Touch the [CHANGE CODE] key.
Setting the valid date	1. Touch the desired date on the calendar.
	E.g.) December 20.
	2. The selected date will be enclosed with
	a red rectangle.
	Red rectangle
	00:00 to 23:59 00:00 to 00:00 00:00 to
Setting the valid time range	1. Input the starting time. (0 – 2359)
Setting the valid time range	2. Touch the start time area.
	3. Input the ending time. (0 – 2359)
	4. Touch the end time area.
	NOTES:
	1. 3 different time ranges can be programmed.
	2. Use the 24-hour time system.
Setting the valid day of the	Touch the desired day of the week
week	on the calendar.
Wook	E.g.) Tuesday Day of the week area 2 3 4 5 6 7 8
	9 100 11 12 13 14 15 16 17 18 19 20 21 22
	23 24 25 26 27 28 29 30 31
	00:00 to [23:59] [00:00 to [00:00] [00:00 to [00:00]
	0 1 2 3 4 5 6 7 8 9 0 C
Setting the range of the	1. Touch the [from – to] key.
valid date	2. Touch the starting date on the calendar.
	3. Touch the ending date on the calendar.
	E.g.) from December 16 to December 20
	23 24 25 26 27 28 29 30 31
	00:00 to 23:59 00:00 to 00:00 00:00 to 00:00
	0 1 2 3 4 5 6 7 8 9 0 C
Displaying the calendar of	Touch the scroll key to display the next month's calendar.
the next month	NOTE: The displayed calendar is decided according to the date
	programmed to the scale.

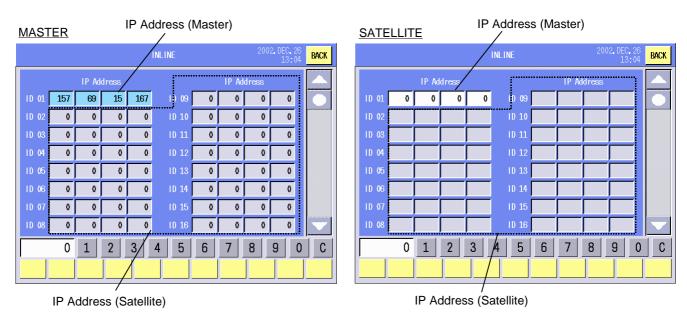
14.18 Inline (LAN Master/Satellite System) Setting

You can change the INLINE/OFFLINE setting, designate the scale to be a master or a satellite, and set the IP address.

NOTE: To use the master/satellite designation and IP address setting, the IP address should have been set in the System Mode. For the System Mode settings, please contact your nearest TOSHIBA TEC service representative or sales agent.

The following screen will appear when the [Inline (LAN)] key of the Programming Mode Main Menu is touched. When the [MASTER] or [SATELLITE] key is touched, the IP Address screen will appear.





Kev Functions

Key	Function
OFF LINE	Used to set the scale to off line.
MASTER	Used to designate the scale to a master.
SATELLITE	Used to designate the scale to a satellite.

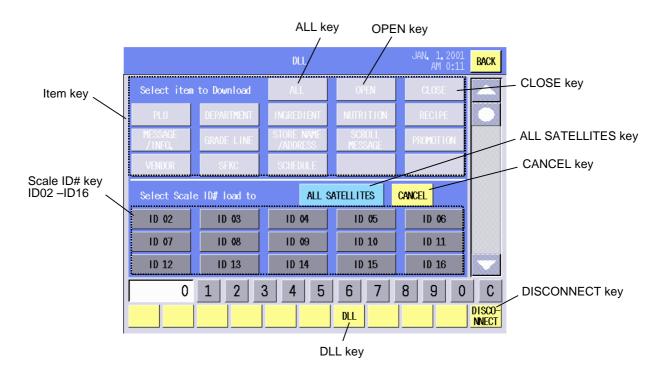
Procedure

Item	Procedure
Setting to OFF Line	1. Touch the [OFF LINE] key.
	2. Touch the [BACK] key.
	3. Turn the power off and then on again according to the message.
Designating the scale to a	1. Touch the [MASTER] key.
master and setting the IP	2. Touch the [BACK] key twice.
address	3. Turn the power off and then on again according to the message.
	NOTE: When the scale is designated to a master, its IP address will
	appear as ID01 (MASTER ID) automatically. Also, all of the satellites IP
	addresses are automatically displayed.
Designating the scale to a	- ,
satellite and setting the IP	2. Input the IP address of the master scale.
address	3. Touch the IP address area (ID No. 1).
	4. Touch the [BACK] key twice.
	5. Turn the power off and then on again according to the message.
	NOTE: When the scale is designated to a satellite, set the master
	scale's IP address only.

14.19 DLL (LAN Master/Satellite System) Setting

When the scale is designated to the master, you can download the data to the satellite using the LAN. (Refer to Section 14.18.)

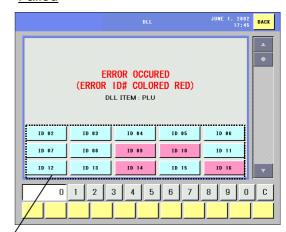
The following screen will appear when the **[DLL (LAN)]** key of the Programming Mode Main Menu is touched. Select the item to be downloaded and destination satellite.



Succeeded



Failed

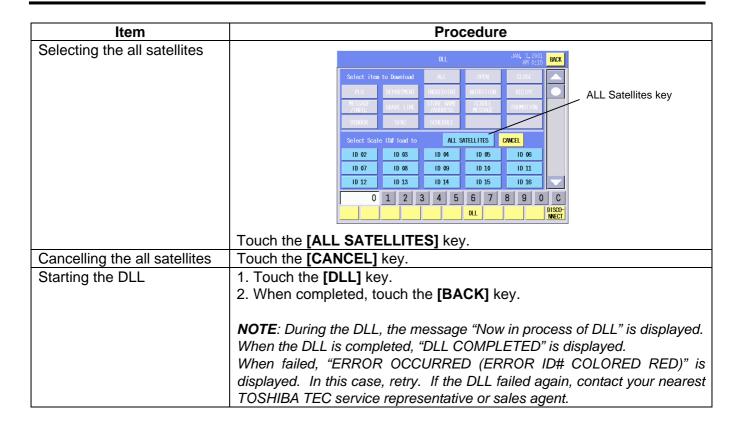


Scale ID# key (ID02 –ID16) Failed satellite's ID# is shown in red.

Key Functions

Key	Function
ALL	Used to select the all items. To cancel, touch this key again.
OPEN	Used to restart the satellite.
CLOSE	Used to stop the satellite operation.
ALL SATELLITES	Used to select all satellites.
CANCEL	Used to cancel the selection of all satellites.
ID01 to ID16	Used to select the satellite individually. Every satellite has its own ID No.
Item	Used to individually select the items to be downloaded.
DISCONNECT	Used to break the communication between the master and the specified satellite.
	The disconnected satellite cannot be re-connected unless the power is turned off
	and on again.

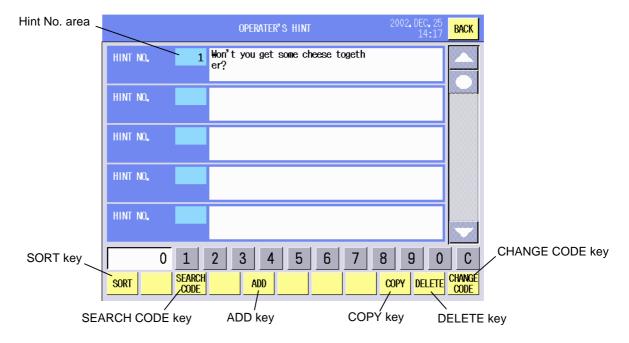
Procedure	
Item	Procedure
Selecting the items	Touch the desired item key(s).
	Selectable items:
	PLU, Department, Ingredient, Nutrition, Recipe, Message/Information,
	Grade line, Store name/address, Scroll message, Sales promotion,
	Vendor, SFKC, and Schedule.
Selecting or cancelling the	ALL key DIL JANA 1.2001 BACK
all items	Pri Visio
	Scient item to Download ALL DORN CLOSE PLU DEPARTMENT INSREDIENT NUTRITION RECIPE
	MISSAGE COMPT LINE STORE NAME SCRULL DOWNTON
	/INFO, GIGHE LINE /ADDRESS MESSAGE PROPRIETOR VENDOR SFKC SCHEDULE
	Select Scale ID# load to ALL SATELLITES CWCEL
	1D 02
	ID 67 ID 68 ID 69 ID 10 ID 11
	10 12
	0 1 2 3 4 5 6 7 8 9 0 C
	DLL DISON- NECT
	Touch the [ALL] key to select the all.
	To cancel the selection of all items, touch the [ALL] key again.
Selecting the satellite(s)	1. Touch the desired ID No. key(s).
	NOTE: To cancel the selection, touch the same key again.



14.20 Operator's Hint Setting

You can set the hint or message for the operator that can be linked to the PLU data and displayed on the operation panel. The programmed messages can be used in various ways, such as an operational help, sales promotion, etc.

The following screen will appear when the **[Operator's Hint]** key of the Programming Mode Main Menu is touched.



Key Functions

Key	Function
SORT	Used to defragment the data in the flash ROM.
	Since this machine uses the flash ROM, repeated data input may disable the
	data entry in spite of sufficient memory capacity. ("Memory not enough error" will
	appear.)
	When the [SORT] key is touched, the confirmation screen will appear. To
	execute, touch the [GO] key, or [CANCEL] key to cancel.
	It takes a while to complete the data sort.
SEARCH CODE	Used to search the desired hint No. and display it on top of the list.
ADD	Used to add a new message.
COPY	Used to copy the message to other hint No.
DELETE	Used to delete the desired hint No.
CHANGE CODE	Used to change the hint No.

Procedure

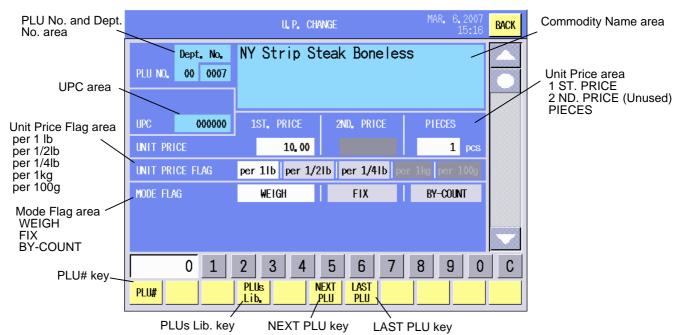
Item	Procedure
Adding a new hint No.	1. Input a new hint No. (1 – 99)
	2. Touch the [ADD] key.
Selecting and programming	1. Touch the desired hint No. area.
the hint message	2. Touch the same hint No. area again to program.
	3. Enter a message on the edit screen (32 characters by 2 lines).
Searching the hint No.	Input the desired hint No.
	2. Touch the [SEARCH CODE] key.
Copying the hint message	1. Touch the hint No. area of copy source.
	2. Input the hint No. of copy destination.
	3. Touch the [COPY] key.
Deleting the hint No.	1. Touch the hint No. area to be deleted.
	2. Input the hint No. to be deleted.
	3. Touch the [DELETE] key.
Changing the hint No.	1. Touch the desired hint No. area.
	2. Input a new hint No.
	3. Touch the [CHANGE CODE] key.

NOTE: When the already existing hint No. is input for the copy or No. change operation, a beep tone sounds and an error message is displayed. Overwrite (**[GO]** key) or cancel (**[Cancel]** key) the operation.

14.21 Changing the Unit Price

You can change only the unit price, unit price flag and mode flag of the PLU data without opening the PLU data setting screen. As the commodity name, PLU No., and UPC will not be changed, it may be useful to change the unit price only.

The following screen will appear when the **[Unit Price Change]** key of the Programming Mode Main Menu is touched.



Key Functions

Rey i unctions	
Key	Function
PLU#	Used to call the PLU data.
PLUs Lib.	Used to call the PLU commodity name list.
NEXT PLU	Used to call the PLU data of next PLU No.
LAST PLU	Used to call the PLU data of the previous PLU No.

Item	Procedure
Changing the mode flag	Touch the WEIGH, FIX, or BY-COUNT area.
	NOTE : When the WEIGH is selected, PIECES area will become dark and a data entry is not acceptable.
Changing the unit price	1. Input the 1st price. (0 – 9999) 2. Touch the 1ST. PRICE area.
	NOTE: The 2ND price is not currently used.
Changing the pieces	1. Touch the BY-COUNT area.
	2. Input the numeric data. (0 – 99)
	3. Touch the PIECES area.
Changing the unit price flag	In case of a lb scale:
	Touch the per 1lb, per 1/2lb or per 1/4lb area.
	In case of a kg scale:
	Touch the per 1kg or per 100g area.
Displaying the PLU	Touch the [PLUs Lib.] Key.
commodity name list	
Calling the next PLU No.	Touch the [NEXT PLU] key.
Calling the previous PLU No.	Touch the [LAST PLU] key.

15. SET UP MODE

15. SET UP MODE

In the Set Up Mode, the date/time, print format, bar code type, print titles, password, and various data, are programmable also reading/writing data from/to the memory card is possible.

CAUTION!

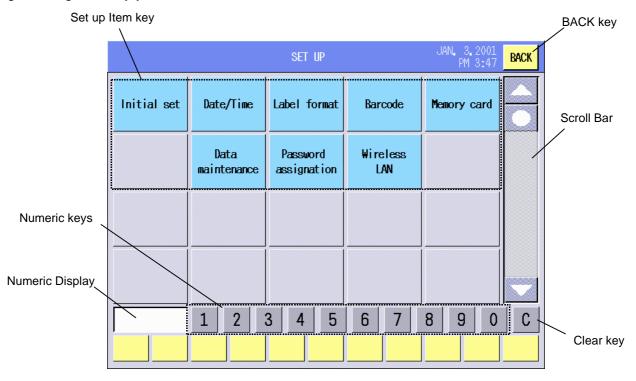
Do not change the Initial settings of the set up menu. This item is intended for the service personnel. Changing these settings could cause a malfunction of the machine.

The following table shows the keys to be used throughout the Set Up Mode. In addition, many other keys appear on various screens. For details, refer to each screen's description.

Key Functions

Key	Function	
SORT	Used to defragment the data in the flash ROM.	
	Since this machine uses the flash ROM, repeated data input may disable the data entry	
	in spite of sufficient memory capacity.	
	When the [SORT] key is touched, the confirmation screen will appear. To execute,	
	touch the [GO] key, or [CANCEL] key to cancel.	
	It takes a while to complete the data sort.	
BACK	Used to show the previous screen.	
0 - 9	Used to input numeric data. Input number is displayed on the Numeric Display on the	
	left side of the [1] key.	
С	Used to clear the input numeric data.	
$\blacktriangle \bullet \blacktriangledown$	Used to scroll the screen.	

To enter the Set up mode, input the master password or the password you programmed, and touch the [SET UP] key of the main menu. When the following Set up menu is displayed, touch the programming item key you desire to enter.



NOTE: Regarding the master password, please contact the nearest TOSHIBA TEC service representative or sales agent.

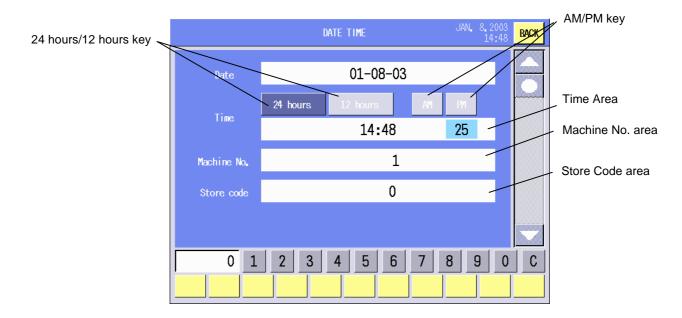
Set Up Mode Menu

Item	Function	Refer to
Initial set	This item is intended for the service personnel. DO NOT change the initial settings.	
Date/Time	Date, time, machine number, and store code are programmable.	Section 15.1
Label format	Various print formats are programmable.	Section 15.2
Barcode	Bar code formats are programmable.	Section 15.3
Memory card	Data can be read from/written on a memory card.	Section 15.4
PLU Data maintenance	Each of the already programmed PLU data can be changed at the same time.	Section 15.5
Password assignment	Password to enter each operating mode is programmable.	Section 15.6
Wireless LAN	Various parameters, transmission rate, etc. are programmable, the status, such as, radio level/noise level are displayed, and a communication test is performed.	Section 15.7

15.1 Date/Time Setting

You can set the date/time, machine number, and store code with this menu.

The following screen will appear when the [Date/Time] key of the Set up menu is touched.



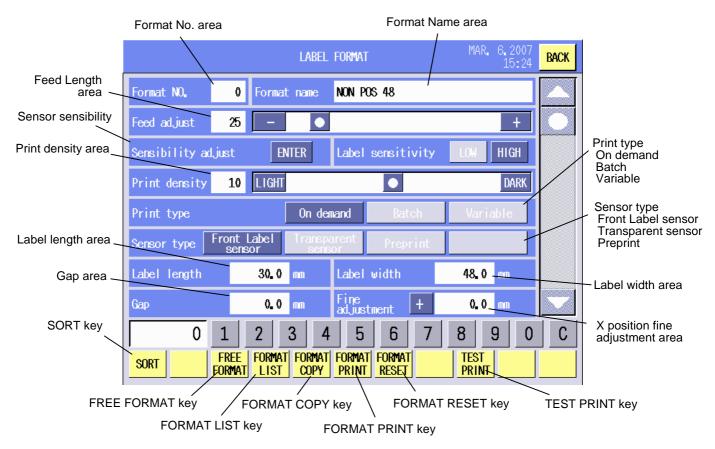
Р	r۸	CE	dı	ıre
	··	u	u	ai C

Item	Procedure
Date	1. Input the date in order of Month-Date-Year with 2-digit number each.
	2. Touch Date area.
24 hours/12 hours,	1. Touch either 24 hours or 12 hours area.
AM/PM	2. When 12 hours is selected, touch either AM or PM area, also.
	NOTE : When the Time has been already programmed in 24-hour system,
	AM or PM is automatically selected.
Time	1. Input the time in order of Hour-Minute with 2-digit number each.
	2. Touch the Time area.
	NOTE: When 12 hours is selected, the time should range from 00:00 to
	11:59.
Machine No.	1. Input a machine No. (0 – 999999)
	2. Touch Machine No. area.
Store code	1. Input a store code (0 – 99999).
	2. Touch Store code area.

15.2 Label Format Setting

You can set the detailed settings for each label format, such as, the issue mode, sensor sensitivity, sensor type, feed amount, print tone, and print position.

The following screen will appear when the [Label format] key of the Set up menu is touched.



NOTE: When an invalid label format No. is input, the message "This format is not selectable" will be displayed. To clear the error, touch anywhere on the screen.

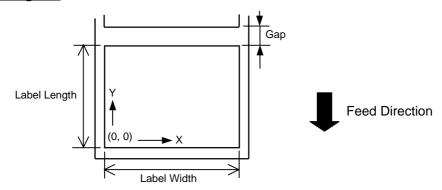
Key Functions

Key	Function
SORT	Used to defragment the data in the flash ROM.
	Since this machine uses the flash ROM, repeated data input may disable the
	data entry in spite of sufficient memory capacity.
	When the [SORT] key is touched, the confirmation screen will appear. To
	execute, touch the [GO] key, or [CANCEL] key to cancel.
	It takes a while to complete the data sort.
FREE FORMAT	Used to show the free format screen. See Section 15.2.1.
FORMAT LIST	Used to show the label format list. See Section 15.2.2.
FORMAT COPY	Used to copy the label format to other format No's. See Section 15.2.3.
FORMAT PRINT	Used to print the format.
FORMAT RESET	Used to reset the format to the default. See Section15.2.4.
TEST PRINT	Used to print a sample label.

Procedure	
Item	Procedure
Format No.	1. Input a format No.2. Touch the Format No. area.
	NOTE : Format No's. 0, $20 - 31$, $40 - 47$, $60 - 68$, and $81 - 88$ have been prepared as templates (Refer to Label Format on page 15-14.).
Format name	1. Touch the Format name area.
	2. The format name edit screen will appear.
	3. Enter a new format name.
Feed length	1. Input a value. (0 – 200)
	2. Touch the Feed length area.
	Or,
	Adjust the value with the [+], [−], or [●].
	NOTES:
	1. The unit of the feed length value is 0.1 mm.
	2. Touching [+] or [−] key one time causes 0.1mm change. The [●] jumps
	to the position you touched.
Sensor sensitivity	Touch the [HIGH] or [LOW] key depending on the label type to be used.
	NOTE:
	High sensitive labels (VHTS, VHNS): HIGH (print speed = 4"/sec.) Low sensitive labels (GFTS, GFNS): LOW (print speed = 3"/sec.)
Print density	1. Input a value. (0 – 20)
	2. Touch the Print density area.
	Or,
	Adjust the print density with the [LIGHT], [DARK], or [●].
	NOTES:
	1. The initial value is 10.
	2. Touching the [LIGHT] or [DARK] key one time causes one change. The
	[●] jumps to the position you touched.
Print type	Touch the [On demand] (strip), [Batch] (continuous), or [Variable] (variable length label) key.
Sensor type	Touch [Front label sensor], [Transparent sensor], or [Preprint] key.
	NOTES:
	1. The [Front label sensor] cannot be selected when the print type is set to Batch. Touching the [Front label sensor] when Batch is selected automatically changes the print type to On demand.
	2. When [Variable] is selected for the print type, no sensor type is selectable.

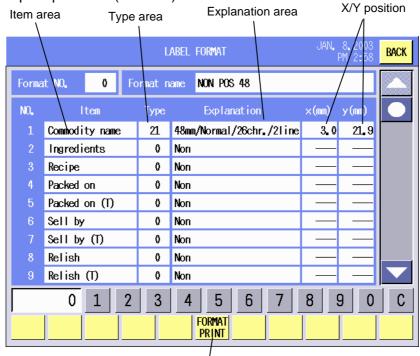
Item	Procedure
Label length	1. Input a value. (300 – 2000)
	2. Touch the Label length area.
	NOTE: The unit of the value is 0.1 mm. Refer to the Print coordinate
	diagram.
Label width	1. Input a value. (480 – 800)
	2. Touch the Label width area.
	NOTE : The unit of value is 0.1 mm. Refer to the Print coordinate diagram.
Gap	1. Input a value. (0 – 30)
	2. Touch the Gap area.
	NOTE : The unit of value is 0.1 mm. Refer to the Print coordinate diagram.
X position fine adjustment	1. Select the adjustment direction by touching the [+] or [-] key.
	[+]: Right
	[-]: Left
	2. Input a value. (0 – 20)
	3. Touch Fine adjustment area.
	NOTES:
	1. The unit of value is 0.1 mm.
	2. When the value is 0, the adjustment direction key is fixed to the [+] key.

Print coordinate diagram



15.2.1 Free Format Arrangement

When a format number is entered and the **[FREE FORMAT]** key on the bottom of the Label Format Setting screen is touched, the following screen will appear. In this menu, you can change the print items' format and their print positions (X and Y).



FORMAT PRINT key

Format No.Selected format No.

Format nameSelected format's name

ItemPrint items contained in the selected format

TypePrint item's current format type ExplanationExplanation of the format type

X (dot).....X (horizontal) position of the print item's lower left corner

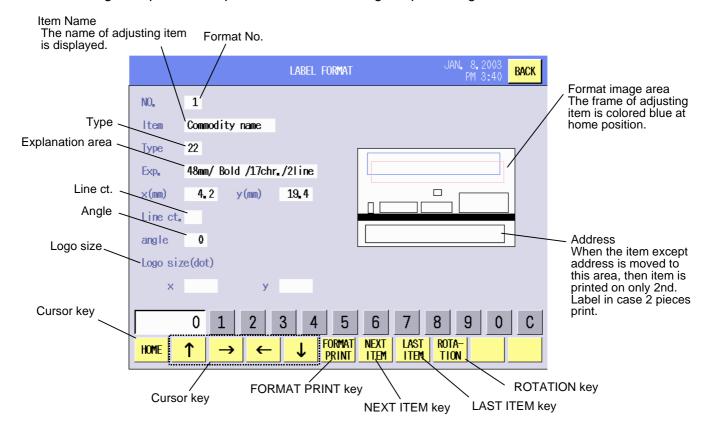
Y (dot).....Y (vertical) position of the print item's lower left corner

Toccauic	
Item	Procedure
Print item's image	1. Touch the Item area you desire to see.
	2. The selected print item's Format Image screen is shown. (Refer to
	the following page.)
Type No.	1. Input a type number. (Refer to the Font Size Table on page 15-24.)
	2. Touch the Type area.
	NOTES:
	1. If an invalid type number is input, a buzzer sounds or an error occurs.
	2. The effective type number depends on the format No. or Item.
Type Explanation	Touch Explanation area you desire to see.
,, ,	2. The print item's format list is shown. (Refer to the Format Type List Screen.)
	NOTE : The format type can be changed from this list. When changed, the type No. is also changed accordingly.

Item	Procedure
X, Y	 Input a value. Touch the X or Y area.
	NOTES:
	1. Programmable value range depends on the format No. or Item. (Unit: 0.125 mm)
	2. The position indicated by X and Y is the lower left corner of a print item.

Format Image Screen

When the Item area of the Free Format Setting screen is touched, the following screen will appear. You can change the print items' positions while checking the print image.



No.....Selected label format No.

ItemSelected print item

TypeSelected print item's format type

Exp. Explanation of the format type

x (mm)X (horizontal) position of the print item's lower left corner

y (mm)Y (vertical) position of the print item's lower left corner

Line ct.....The number of Ingredient lines

angle.....Rotation

Logo size (dot)......Size of logo print

If the logo data is larger than specified size, the part outside the specified size will

not be printed.

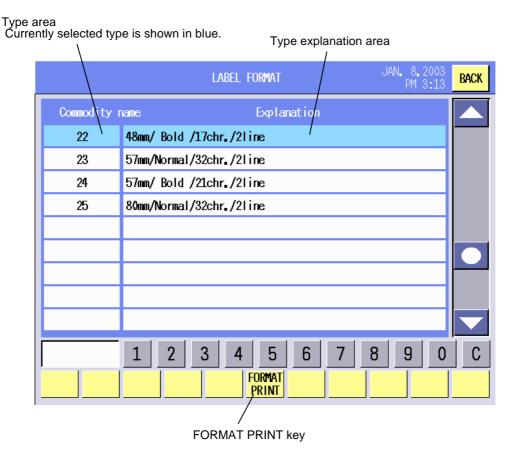
Key Functions

Key	Function							
HOME	Used to restore the print item to the initial position.							
$\uparrow \rightarrow \leftarrow \downarrow$	Used to fine adjust the print position. One touch of these keys causes 0.125 mm change.							
NEXT ITEM/ LAST ITEM	Used to select the item to be adjusted.							
ROTATION	Used to change the rotation of the print item. One touch of this key causes the print item to turn clockwise by 90 degrees. When the print item cannot be rotated, a buzzer sounds.							
FORMAT PRINT	Used to print the label format displayed on the format image area.							

<u>Procedure</u>						
Item	Procedure					
Changing the type No.	1. Input a type number.					
	2. Touch the Type area.					
	NOTE : When an improper number is input, a buzzer sounds or an error occurs. The effective type number depends on the format No. or Item.					
Showing the Type	1. Touch Explanation area.					
Explanation screen	2. The print item's format list is shown. (Refer to the Format Type List screen.)					
	NOTE: The format type can be changed from this list. When changed, the					
	type No. is also changed accordingly.					
Changing X or Y position	1. Input a value.					
	2. Touch the X or Y area.					
	Or,					
	1. Touch the location on the screen where you desire to position the					
	print item.					
	NOTE : Programmable value range depends on the format No. or Item. (Unit: 0.125 mm)					
Setting the number of lines	1. Input a value. (Max. 38 lines)					
for the Ingredient	2. Touch the Line ct. area.					
	NOTE: The acceptable value depends on the label size.					
Setting the logo print size	1. Input a value.					
	2. Touch the X or Y area.					
	NOTE: Regarding the logo print size, refer to Section 14.2.					

Format Type List screen

This list shows the selected print item's format type number and corresponding format. You can change the format type only by touching the desired type number or explanation area.



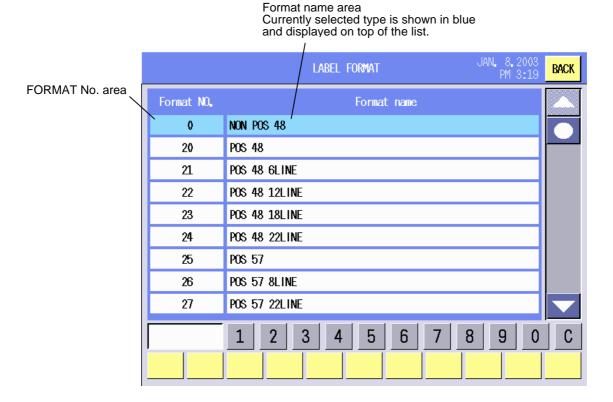
Key Functions

110 / 1 0.110 1.10	
Key	Function
FORMAT PRINT	Used to print a sample label.

Item	Procedure
Selecting the type format	1. Touch the desired Type or Explanation area.
	2. The previous screen will appear automatically.

15.2.2 Label Format List

When the **FORMAT LIST** key on the bottom of the Label Format Setting screen is touched, the following screen will appear. You can change the label format only by touching the desired format No. For details of each format, refer to the Label Format Table provided on the following page.

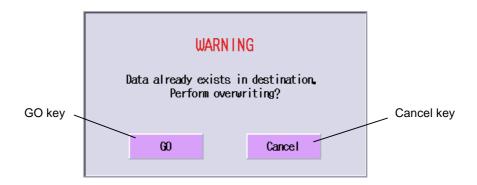


Procedure

110004410					
Item	Procedure				
Selecting the format No.	Touch the desired Format No. area.				
	NOTE : After touching a format No. area, the Label Format Setting Screen will be displayed automatically.				

15.2.3 Format Copy and New Format No. Addition

You can copy the label format to other format Nos. or add new label format Nos.



Procedure

Item	Procedure						
Copying the label format	Select and display the label format of copy source.						
	2. Input the label format No. of copy destination.						
	3. Touch the [FORMAT COPY] key.						
	4. The confirmation window will appear. Touch [GO] to overwrite, or						
	[CANCEL] to cancel.						
Adding a new label format	1. Select and display a label format which can be a base of the new						
No.	format.						
	2. Input a new label format No.						
	3. Touch the [FORMAT COPY] key.						
	NOTE: When the label format No. already exists, the confirmation window						
	will appear.						

15.2.4 Format Reset

You can reset the changed label format to the initial status.



Item	Procedure					
Resetting the label format	 Select and display the label format to be reset. Touch the [FORMAT RESET] key. The confirmation window will appear. Touch [GO] to reset, or [CANCEL] to cancel. 					
	NOTE : When a newly added label format is reset, this format No. will be deleted, and the next format No. will be displayed automatically.					

Label Format Table

The following table shows the details of the label formats provided as templates. Vacant format numbers can be freely used to make your own formats.

NOTE: To obtain the size in inch, divide by 25.4.

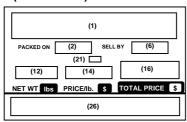
Duint tous	Format		Print style			Print iter	n		Label size	
Print type	NO.	Name	On-demand	Batch	Ingredient	Commodity	Nutrition	FSP	width	length
	00	NON POS 48	yes	yes	0 line	2 lines	no	no	48.0mm	30.0mm
	01				line	line			mm	mm
	02				line	line			mm	mm
	03				line	line			mm	mm
	04				line	line			mm	mm
	05				line	line			mm	mm
	06				line	line			mm	mm
	07				line	line			mm	mm
	80				line	line			mm	mm
NON POS	09				line	line			mm	mm
NONTO	10				line	line			mm	mm
	11				line	line			mm	mm
	12				line	line			mm	mm
	13				line	line			mm	mm
	14				line	line			mm	mm
	15				line	line			mm	mm
	16				line	line			mm	mm
	17				line	line			mm	mm
	18				line	line			mm	mm
	19				line	line			mm	mm
	20	POS 48	yes	yes	0 line	2 lines	no	no	48.0mm	40.0mm
	21	POS 48 6LINE	yes	yes	6 lines	2 lines	no	no	48.0mm	54.8mm
	22	POS 48 12LINE	yes	yes	12 lines	2 lines	no	no	48.0mm	68.8mm
	23	POS 48 18LINE	yes	yes	18 lines	2 lines	no	no	48.0mm	82.6mm
	24	POS 48 22LINE	yes	yes	22 lines	2 lines	no	no	48.0mm	92.0mm
	25	POS 57	yes	yes	0 line	4 lines	no	no	57.0mm	49.2mm
	26	POS 57 8LINE	yes	yes	8 lines	4 lines	no	no	57.0mm	63.5mm
	27	POS 57 22LINE	yes	yes	22 lines	4 lines	no	no	57.0mm	92.8mm
	28	POS 57 38LINE	yes	yes	38 lines	4 lines	no	no	57.0mm	138.1mm
POS	29	POS 57 NUTRITION	yes	yes	37 lines	4 lines	yes	no	57.0mm	138.1mm
	30	POS 80	yes	yes	0 line	4 lines	no	no	57.0mm	47.6mm
	31	POS 80 8LINE	yes	yes	8 lines	4 lines	no	no	57.0mm	56.4mm
	32				line	line			mm	mm
	33				line	line			mm	mm
	34				line	line			mm	mm
	35				line	line			mm	mm
	36				line	line			mm	mm
	37				line	line			mm	mm
	38				line	line			mm	mm
	39				line	line			mm	mm
NET WT.	40	NET WT 48 6LINE	yes	yes	6 lines	2 lines	no	no	48.0mm	69.9mm
	41	NET WT 48 12LINE	yes	yes	12 lines	2 lines	no	no	48.0mm	84.1mm
	42	NET WT 48 22LINE	yes	yes	22 lines	2 lines	no	no	48.0mm	106.4mm
	43	NET WT 57 8LINE	yes	yes	8 lines	4 lines	no	no	57.0mm	85.7mm
	44	NET WT 57 22LINE	yes	yes	22 lines	4 lines	no	no	57.0mm	112.7mm
	45	NET WT 57 38LINE	yes	yes	38 lines	4 lines	no	no	57.0mm	158.7mm
	46	NET WT 57 NUTRITION	yes	yes	38 lines	4 lines	yes	no	57.0mm	158.7mm
	47	NET WT 80 22LINE	yes	yes	22 lines	4 lines	no	no	80.0mm	88.9mm
	48				line	line			mm	mm
	49				line	line			mm	mm

No. Name	Deint ton	Format		Print style					Label size		
NET WT.	Print type	NO.	Name	On-dmemand	Batch	Ingredient	Print item Commodity	Nutri	FSP	width	length
NET WT.		50					line			mm	
NET WIT.		51				line	line			mm	mm
NET WT.		52				line	line			mm	mm
Ne Ne		53				line	line			mm	mm
S5	NET WT	54				line	line			mm	mm
ST	INCI WI.	55				line	line			mm	mm
S8		56				line	line			mm	mm
Fig.		57				line	line			mm	mm
60 BOTTOM BAR 48 yes yes 6 lines 2 lines no no 48.0mm 76.2mm		58				line	line			mm	mm
SUNCE SUNC		59				line	line			mm	mm
SPECIAL		60	6LINE	yes	yes	6 lines	2 lines	no	no	48.0mm	76.2mm
Description		61	12LINE	yes	yes	12 lines	2 lines	no	no	48.0mm	90.5mm
SOLING S		62	18LINE	yes	yes	18 lines	2 lines	no	no	48.0mm	104.8mm
64 NUTRITION		63	22LINE	yes	yes	22 lines	2 lines	no	no	48.0mm	112.7mm
BOTTOM BAR 57 yes yes 22 lines 4 lines no no 57.0mm 99.8mm		64	NUTRITION	yes	yes	22 lines	2 lines	yes	no	48.0mm	112.7mm
BOTTOM BARCODE For the content of the content		65	8LINE	yes	yes	18 lines	4 lines	no	no	57.0mm	
BARCOLE 68 BOTTOM BAR 57 yes yes 38 lines 4 lines yes no 57.0mm 171.4mm mm mm mm mm mm mm mm	воттом	66	22LINE	yes	yes			no	no		
669	BARCODE		38LINE	yes	yes			no	no		
To				yes	yes			yes	no		
T1											
T2											
T3											
T4											
To											
The color of the											
10											
Note						line	line			mm	mm
80		78				line	line			mm	mm
SPECIAL SPEC						line	line			mm	
SPECIAL				yes	no			yes	no	48.0mm	
SPECIAL SPEC				yes	no			yes	no		
SPECIAL SPEC				· ·	•				•		
SPECIAL SPEC				•	•				•		
SPECIAL SPEC		84			yes	12 lines	4 lines	yes	no	80.0mm	112.7mm
SPECIAL 87 ROTATION yes no 21 lines 4 lines yes 57.0mm VAR. mm 88 AV.PORTION COST yes yes 13 lines 2 lines no yes 57.0mm 85.7mm 89 Iine			ROTATION	yes	-						
SPECIAL 88 AV.PORTION COST yes yes 13 lines 2 lines no yes 57.0mm 85.7mm 89 Ine In				•	•						
SPECIAL 89				1				•	•		
90 line line mm mm 91 line line mm mm 92 line line mm mm 93 line line mm mm 94 line line mm mm 95 line line mm mm 96 line line mm mm 97 line line mm mm 98 line line mm mm	SPECIAL		AV.PURTION COST	yes	yes			no	yes		
91 line line mm mm 92 line line mm mm 93 line line mm mm 94 line line mm mm 95 line line mm mm 96 line line mm mm 97 line line mm mm 98 line line mm mm				+							
92 line line mm mm 93 line line mm mm 94 line line mm mm 95 line line mm mm 96 line line mm mm 97 line line mm mm 98 line line mm mm				+					<u> </u>		
93 line line mm mm 94 line line mm mm 95 line line mm mm 96 line line mm mm 97 line line mm mm 98 line line mm mm											
94 line line mm mm 95 line line mm mm 96 line line mm mm 97 line line mm mm 98 line line mm mm											
95 line line mm mm 96 line line mm mm 97 line line mm mm 98 line line mm mm											
96 line line mm mm 97 line line mm mm 98 line line mm mm											
97 line line mm mm 98 line line mm mm											
98 line line mm mm											
		99				line	line			mm	mm

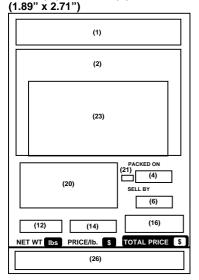
Label Format Image

The following label format templates show the print position of each print item. The numbers in () represent the items that will print. Refer to the Print Item Table located after the label format templates.

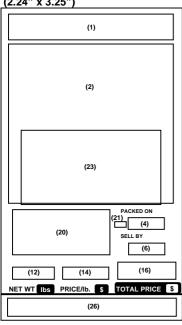
FORMAT No. 00: NON POS 48mm (W) x 30mm (H) (1.89" x 1.18")



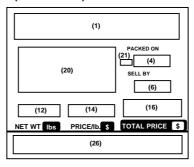
FORMAT No. 22: POS48 12 Line 48mm (W) x 68.8mm (H)



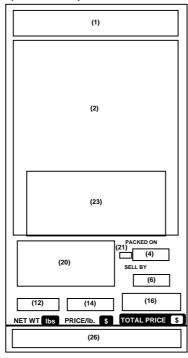
FORMAT No. 23: POS48 18 Line 48mm (W) x 82.6mm (H) (2.24" x 3.25")



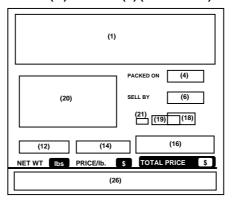
FORMAT No. 20: POS48 48mm (W) x 40mm (H) (1.89" x 1.57")



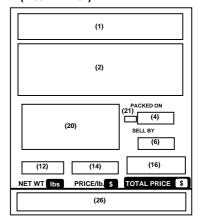
FORMAT No. 24: POS48 22 Line 48mm (W) x 92mm (H) (1.89" x 3.62")



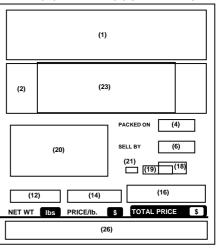
FORMAT No. 25: POS57 57mm (W) x 49.2mm (H) (2.24" x 1.94")

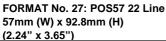


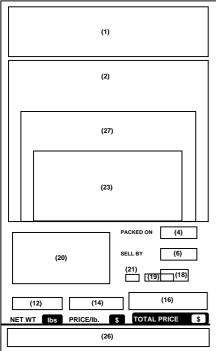
FORMAT No. 21: POS48 6 Line 48mm (W) x 54.8mm (H) (1.89" x 2.16")



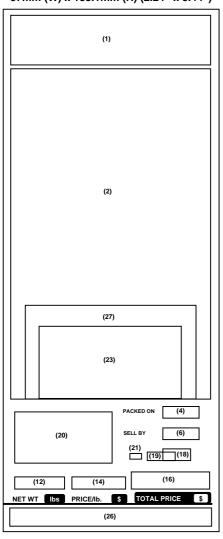
FORMAT No. 26: POS57 8 Line 57mm (W) x 63.5mm (H) (2.24" x 2.5")



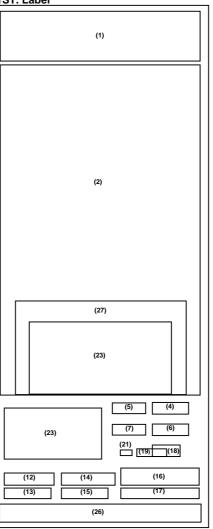




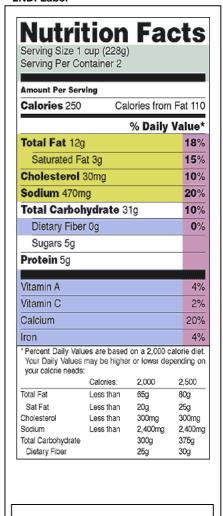
FORMAT No. 28: POS57 38 Line 57mm (W) x 138.1mm (H) (2.24" x 5.44")



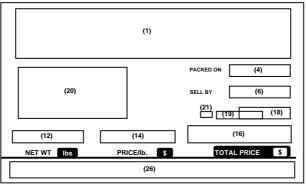
FORMAT No. 29: NUTRITION 57mm (W) x 138.1mm (H) (2.24" x 5.44") 1ST. Label



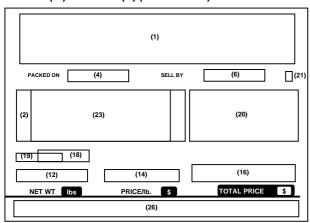
FORMAT No. 29: NUTRITION 57mm (W) x 138.1mm (H) (2.24" x 5.44") 2ND. Label



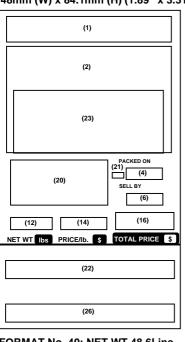
FORMAT No. 30: POS80 80mm (W) x 47.6mm (H) (3.15" x 1.87")



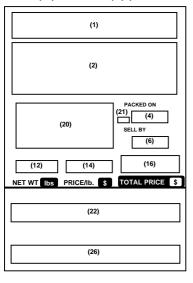
FORMAT No. 31: POS80 8Line 80mm (W) x 56.4mm (H) (3.15" x 2.22")



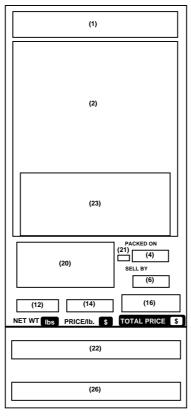
FORMAT No. 41: NET WT 48 12Line 48mm (W) x 84.1mm (H) (1.89" x 3.31")



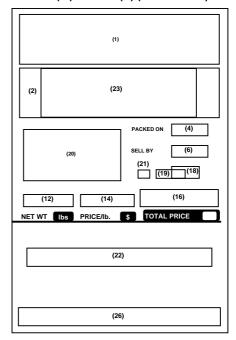
FORMAT No. 40: NET WT 48 6Line 48mm (W) x 69.9mm (H) (1.89" x 2.75")



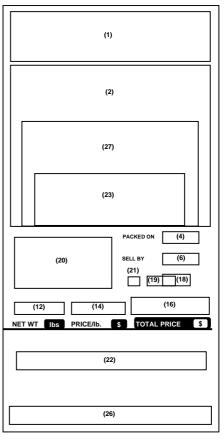
FORMAT No. 42: NET WT 48 22Line 48mm (W) x 106.4mm (H) (1.89" x 4.19")



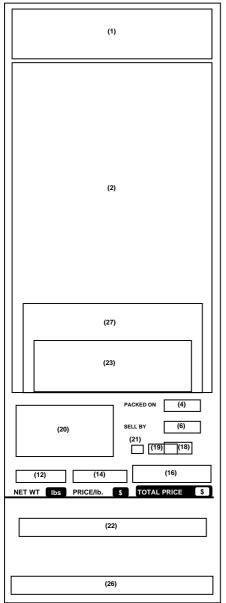
FORMAT No. 43: NET WT 57 8Line 57mm (W) x 86mm (H) (2.24" x 3.39")



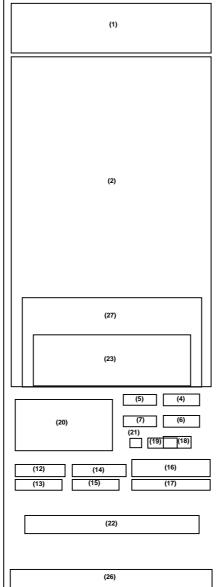
FORMAT No. 44: NET WT 57 22Line 57mm (W) x 112.7mm (H) (2.24" x 4.43")



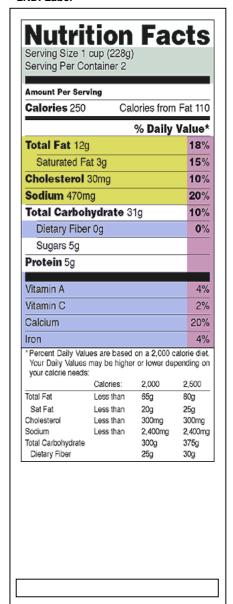
FORMAT No. 45: NET WT 57 38Line 57mm (W) x 158.7mm (H) (2.24" x 6.25")



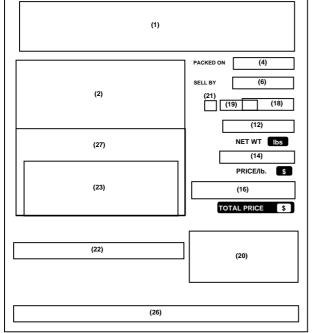
FORMAT No. 46: NET WT 57 NUTRITION 57mm (W) x 158.7mm (H) (2.24" x 6.25") 1ST. Label



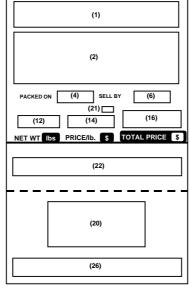
FORMAT No. 46: NET WT 57 NUTRITION 57mm (W) x 158.7mm (H) (2.24" x 6.25") 2ND. Label



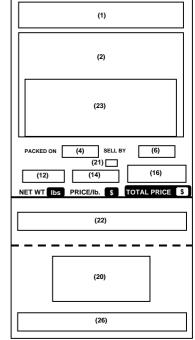
FORMAT No. 47: NET WT 80 22Line 80mm (W) x 88.9mm (H) (3.15" x 3.5")



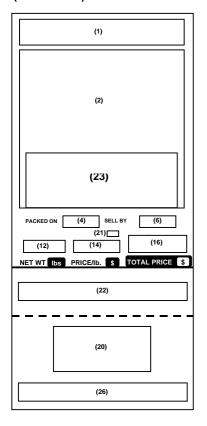
FORMAT No. 60: BOTTOM BAR 48 6Line 48mm (W) x 76.2mm (H) (1.89" x 3")



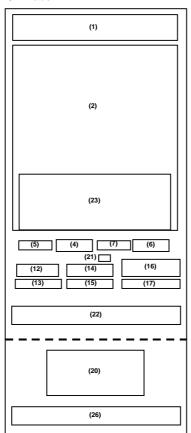
FORMAT No. 61: BOTTOM BAR 48 12Line 48mm (W) x 90.5mm (H) (1.89" x 3.56")



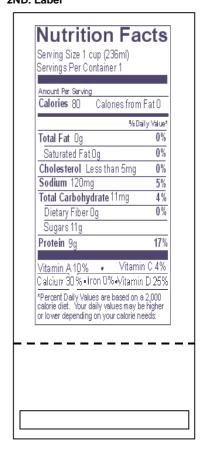
FORMAT No. 62: BOTTOM BAR 48 18Line 48mm (W) x 104.8mm (H) (1.89" x 4.13")



FORMAT No. 64: BOTTOM BAR NUTRITION 48mm (W) x 112.7mm (H) (1.89" x 4.44") 1ST. Label

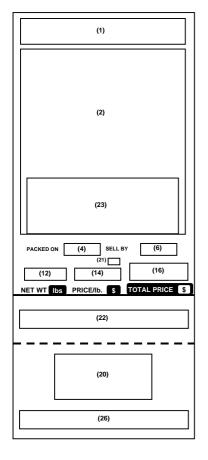


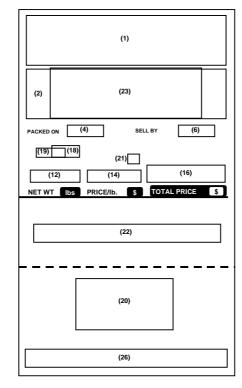
FORMAT No. 64: BOTTOM BAR NUTRITION 48mm (W) x 112.7mm (H) (1.89" x 4.44") 2ND. Label

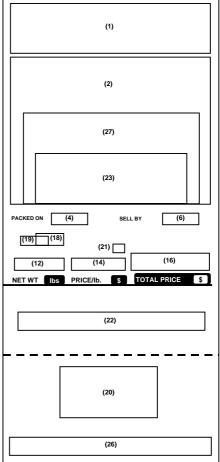


FORMAT No. 63: BOTTOM BAR 48 22Line FORMAT No. 65: BOTTOM BAR 57 8Line 48mm (W) x 112.7mm (H) (1.89" x 4.44") 57mm (W) x 96.8mm (H) (2.24" x 3.81")

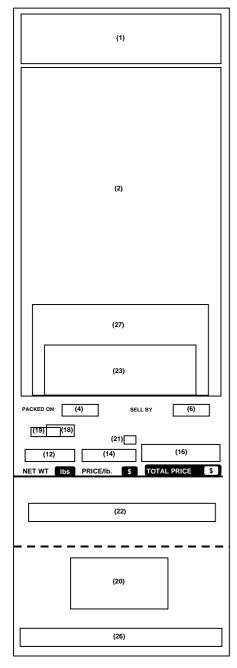
FORMAT No. 66: BOTTOM BAR 57 22Line 57mm (W) x 123.8mm (H) (2.24" x 4.87")



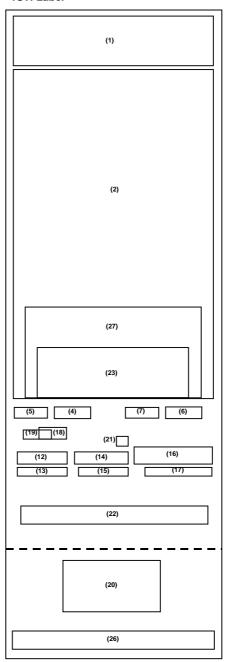




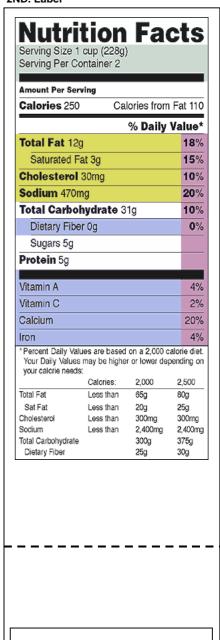
FORMAT No. 67: BOTTOM BAR 57 38Line 57mm (W) x 171.4mm (H) *2.24" x 6.75")



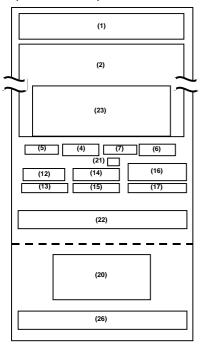
FORMAT No. 68: BOTTOM BAR 57 NUTRITION 57mm (W) x 171.4mm (H) (2.24" x 6.75") 1ST. Label



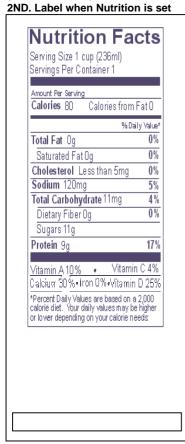
FORMAT No. 68: BOTTOM BAR 57 NUTRITION 57mm (W) x 171.4mm (H) (2.24" x 6.75") 2ND. Label



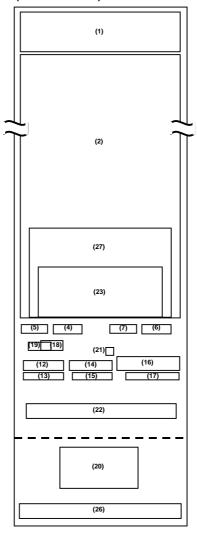
FORMAT No. 80: VARIABLE 48 48mm (W) x Variable (H) (1.89" x variable) 1ST. Label



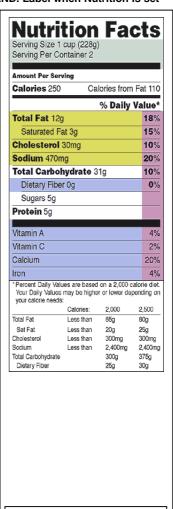
FORMAT No. 80: VARIABLE 48 48mm (W) x Variable (H) (1.89" x variable)



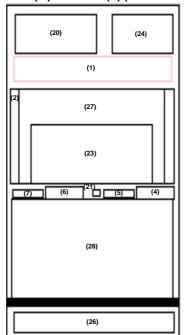
FORMAT No. 81: VARIABLE 57 57mm (W) x Variable (H) (2.24" x variable) 1ST. Label



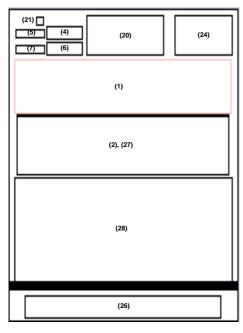
FORMAT No. 81: VARIABLE 57 57mm (W) x Variable (H) (2.24" x variable) 2ND. Label when Nutrition is set



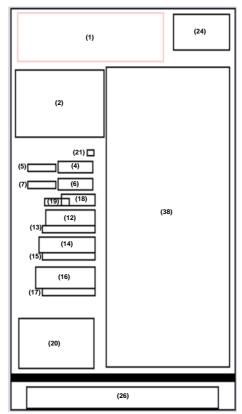
FORMAT No. 82: FSP 57 57mm (W) x 85.7mm (H) (2.24" x 3.37")



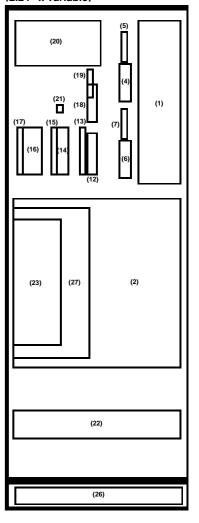
FORMAT No. 83: FSP 80 80mm (W) x 79.4mm (H) (3.15" x 3.13")



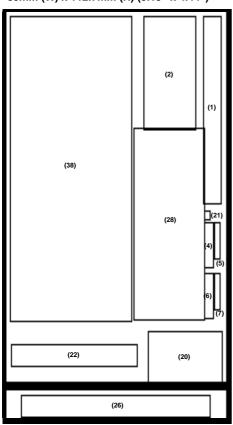
FORMAT No. 84: ALL IN ONE 80mm (W) x 112.7mm (H) (3.15" x 4.44")



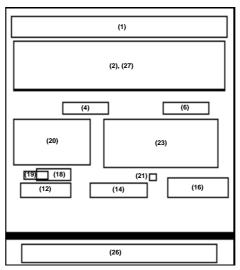
FORMAT No. 87: ROTATION 57mm (W) x Variable (H) (2.24" x variable)



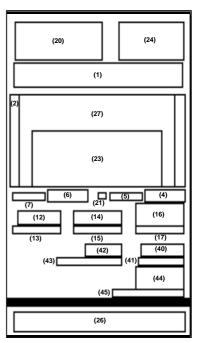
FORMAT No. 85: ALL IN ONE ROTATION 80mm (W) x 112.7mm (H) (3.15" x 4.44")



FORMAT No. 86: 960 80mm (W) x 68.8mm (H) (3.15" x 2.71")



FORMAT No. 88: AV57 (AV PORTION COST) 57mm (W) x 85.7mm (H) (2.24" x 3.37")



Print Item Table

Item No.	Ite	m	Abbreviation for display	Rotation			
1	Commodity name (Grade line in	cluding)	Commodity 4				
2	Ingredients	<u>.</u>	Ingredients				
3	Recipe		Recipe				
4	Packed on date		Packed on				
5	Title of Packed on date		Packed on (T)				
6	Sell by date		Sell by				
7	Title of Sell by date		Sell by (T)				
8	Relish		Relish				
9	Title of Relish		Relish (T)				
10	Store code		Store code	Possible			
11	Time		Time				
12	Weight		Weight				
13	Title of Weight		Weight (T)				
14	Unit price		U. Price				
15	Title of Unit price		U. Price (T)				
16	Price		Price				
17	Title of Price		Price (T)				
18	Tare		Tare				
19	Title of Tare		Tare (T)				
20	Barcode		Barcode	Impossible			
21	Mark M(Markdown)/R(Rewrap)/	T/Training)	Mark M/R/T	тпрообые			
22	Net Weight Statements (Specia		Net WT.				
23	LOGO1	ii iiiioiiiiatioii j	LOGO1				
24	LOGO2		LOGO2				
25	LOGO3		LOGO3				
26	Address		Address				
27	Safe handling instructions		Safe handling				
28	FSP Block		FSP Block				
		1		Possible			
29 30	FSP Price Title of FSP Price		F-Price F-Price (T)	Possible			
			` /				
31	FSP Unit price		F-U.Price				
32	Title of FSP Unit price	NOTE 2	F-U.Price (T)				
33	FSP Weight	NOTE 2	F-Weight				
34	Title of FSP Weight		F-Weight (T)				
35	FSP Saving price		F-Saving				
36	Title of FSP Saving price		F-Saving (T)				
37	LOGO FOR FSP & COUPON)	FSP/COUPON LOGO				
38	Nutrition		Nutrition	Impossible			
39	+ TAX		+ TAX				
40	Average potion cost Weight		av.P.Cost Weight				
41	Average potion cost Title of weight	ght	av.P.Cost WT.(T)				
42	Average potion cost Pieces		av.P.Cost PIECES	Possible			
43	Average potion cost Title of piece	es	av.P.Cost PCS(T)				
44	Average potion cost Price		av.P.Cost Price				
45	Average potion cost Title of Price	e	av.P.Cost Pr.				
46	Coded Time		Coded Time				

NOTES:

- 1. Even if rotation is possible, print items cannot be rotated unless they will be printed within the effective print area.
- 2. Item numbers (29) to (37) are printed in the print area of Item number (28) for FSP Block.

Font Size Table

Item No. (1): Commodity name and Grade line

Type		Explanation)		C/G	Space (dot) between	Magnif	fication	Area	a size
No.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			ı	•	ı	-	=	-	-
11	48mm wide	Normal	26	4	10x24	2	4,4,4	1.0	1.0	312	108
12	48mm wide	Bold	17	4	16x24	2	4,4,4	1.0	1.0	306	108
13	57mm wide	Normal	32	4	10x24	2	4,4,4	1.0	1.0	384	108
14	57mm wide	Bold	21	4	16x24	2	4,4,4	1.0	1.0	378	108
15	80mm wide	Normal	32	4	10x24	2	4,4,4	1.0	1.0	384	108
21	48mm wide	Normal	26	2	10x24	2	4,2	1.0	1.0	312	54
22	48mm wide	Bold	17	2	16x24	2	4,2	1.0	1.0	306	54
23	57mm wide	Normal	32	2	10x24	2	4,2	1.0	1.0	384	54
24	57mm wide	Bold	21	2	16x24	2	4,2	1.0	1.0	378	54
25	80mm wide	Normal	32	2	10x24	2	4,2	1.0	1.0	384	54
99		Out of type			-	-	•	-	-	-	-

Item No. (2): Ingredients

	<u> ۱۰ (=)، ۱۱۱۹</u> ۱۰										
Type		Explanation	ı		C/G	Space (dot) between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			=	-	-	-	=	-	-
11	48mm wide	Normal	45	n	6x13	1	2	1.0	1.0	315	15xn
12	48mm wide	Bold	29	n	10x13	1	2	1.0	1.0	319	15xn
21	57mm wide	Normal	54	n	6x13	1	2	1.0	1.0	378	15xn
22	57mm wide	Narrow	36	n	6x13	0	2	1.0	1.0	252	15xn
23	57mm wide	Narrow	54	n	6x13	0	2	1.0	1.0	378	15xn
24	57mm wide	Bold	34	n	10x13	1	2	1.0	1.0	374	15xn
31	80mm wide	Normal	54	n	10x13	1	2	1.0	1.0	594	15xn
99		Out of type				-	-	-	=	-	-

Item No. (3): Recipe

	7. (3). Necip				0.10		\				
Type	,	Explanation			C/G	Space (dot	,		ication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non			-	-	-	-	-	-	-
11	48mm wide	Normal	45	6	6x13	1	2	1.0	1.0	315	15x6
12	48mm wide	Normal	45	12	6x13	1	2	1.0	1.0	315	15x12
13	48mm wide	Normal	45	18	6x13	1	2	1.0	1.0	315	15x18
14	48mm wide	Bold	29	6	10x13	1	2	1.0	1.0	319	15x6
15	48mm wide	Bold	29	12	10x13	1	2	1.0	1.0	319	15x12
16	48mm wide	Bold	29	18	10x13	1	2	1.0	1.0	319	15x18
21	57mm wide	Normal	54	6	6x13	1	2	1.0	1.0	378	15x6
22	57mm wide	Normal	54	12	6x13	1	2	1.0	1.0	378	15x12
23	57mm wide	Normal	54	18	6x13	1	2	1.0	1.0	378	15x18
24	57mm wide	Narrow	54	6	6x13	0	2	1.0	1.0	324	15x6
25	57mm wide	Narrow	54	12	6x13	0	2	1.0	1.0	324	15x12
26	57mm wide	Narrow	54	18	6x13	0	2	1.0	1.0	324	15x18
27	57mm wide	Bold	34	6	10x13	1	2	1.0	1.0	374	15x6
28	57mm wide	Bold	34	12	10x13	1	2	1.0	1.0	374	15x12
29	57mm wide	Bold	34	18	10x13	1	2	1.0	1.0	374	15x18
31	80mm wide	Normal	54	6	6x13	1	2	1.0	1.0	378	15x6
32	80mm wide	Normal	54	12	6x13	1	2	1.0	1.0	378	15x12
33	80mm wide	Normal	54	18	6x13	1	2	1.0	1.0	378	15x18
99		Out of type				-	-	-	-	-	-

Item No. (4): Packing date

Type		Explanation	1		C/G	Space (dot) between	Magni	fication	Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	=	-	-
11		Normal	6+2	1	10x24 *1	2,[.]1	-	1.0	1.0	84	24
12		Bold	6+2	1	16x24 *1	2,[.]1	-	1.0	1.0	126	24
99	Out of type				-	-	-	-	=	-	-

Item No. (5): Title of Packing date

Type		Explanation	1		C/G	Space (dot) between	Magnit	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			=	•	ı	-	ı	-	-
11		Normal	10	1	6x13	1	-	1.0	1.0	70	13
12		Bold	10	1	10x13	1	-	1.0	1.0	110	13
99	Out of type				-	-	•	-	-	-	-

Item No. (6): Sell by date

Type		Explanation)		C/G	Space (dot)) between	Magni	fication	Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	-	-	-
11		Normal	6+2	1	10x24 *1	2,[.]1	-	1.0	1.0	84	24
12		Bold	6+2	1	16x24 *1	2,[.]1	-	1.0	1.0	126	24
99	Out of type				-	-	-	-	-	-	-

Item No. (7): Title of Sell by date

Type		Explanation	1		C/G	Space (dot) between	Magnit	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			ı	•	ı	-	ı	-	-
11		Normal	10	1	6x13	1	-	1.0	1.0	70	13
12		Bold	10	1	10x13	1	-	1.0	1.0	110	13
99	Out of type				-	-	•	-	-	-	-

Item No. (8): Shelf life

Type		Explanation	1		C/G	Space (dot) between	Magni	fication	Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non			-	-	-	-	-	-	-
11		Normal	6+2	1	10x24 *1	2,[.]1	-	1.0	1.0	84	24
12		Bold	6+2	1	16x24 *1	2,[.]1	-	1.0	1.0	126	24
99	Out of type				-	-	-	-	-	-	-

Item No. (9): Title of Shelf life

Type		Explanation	1		C/G	Space (dot) between	Magnit	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			=	=	-	-	=	-	-
11		Normal	19	1	10x14	2	ı	1.0	1.0	228	14
12		Bold	19	1	16x16	2	-	1.0	1.0	342	16
99	Out of type				-	=	ı	-	-	-	-

Item No. (10): Store code

Type		Explanation	1		C/G	Space (dot) between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			ı	=	-	-	ı	-	-
11		Normal	5	1	10x24	2	-	1.0	1.0	60	24
12		Bold	5	1	16x24	2	-	1.0	1.0	90	24
99	Out of type				-	-	-	-	-	-	-

Item No. (11): Time

Type		Explanation	1		C/G	Space (dot) between	Magni	fication	Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	=	-	-
11		Normal	5	1	10x24	2	-	1.0	1.0	60	24
12		Bold	5	1	16x24	2	-	1.0	1.0	90	24
99	Out of type				-	-	-	-	-	-	-

Item No. (12): Weight

Type		Explanation				Space (dot) between		Magnification		Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			=	-	-	-	-	-	-
11		Normal	5+1	1	14x24 *1	2	-	1.0	1.0	106	24
12		Bold	5+1	1	22x24 *1	2	-	1.0	1.0	150	24
21	(W/O Sym.)	Normal	5+1	1	14x24 *1	2	-	1.0	1.0	89	24
22	(W/O Sym.)	Bold	5+1	1	22x24 *1	2	-	1.0	1.0	133	24
99	Out of type				-	-	-	-	-	-	-

Item No. (13): Title of Weight

Type		Explanation	1		C/G	Space (dot) between		Magnification		Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	=	-	-
11		Normal	15	1	6x13	1	-	1.0	1.0	105	13
12		Bold	15	1	10x13	1	-	1.0	1.0	165	13
99		Out of type				-	-	-	-	-	-

Item No. (14): Unit price

Type		Explanation				Space (dot) between		Magnification		Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			=	-	-	-	=	-	-
11		Normal	6+1	1	14x24 *1	2	-	1.0	1.0	155	24
12		Bold	6+1	1	22x24 *1	2	-	1.0	1.0	207	24
21	(W/O Sym.)	Normal	6+1	1	14x24 *1	2	-	1.0	1.0	105	24
22	(W/O Sym.)	Bold	6+1	1	22x24 *1	2	-	1.0	1.0	157	24
99		Out of type				-	-	-	=	-	-

Item No. (15): Title of Unit price

	· /										
Type		Explanation	า		C/G	Space (dot) between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non				-	-	=	-	-	-
11		Normal	15	1	6x13	1	-	1.0	1.0	105	13
12		Bold	15	1	10x13	1	-	1.0	1.0	165	13
99		Out of type				-	-	-	-	-	-

Item No. (16): Price

Type		Explanation	1		C/G	Space (dot) between		Magnification		Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	=	-	-
11		Normal 8+1 1				2	-	1.0	1.0	137	38
12		Bold	8+1	1	22x38 *1	2	-	1.0	1.0	205	38
99	Out of type				-	-	-	-	-	-	-

Item No. (17): Title of Price

Type		Explanation	1		C/G	Space (dot) between		Magnification		Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			=	=	-	-	=	-	-
11		Normal 15 1				1	-	1.0	1.0	105	13
12		Bold	15	1	10x13	1	-	1.0	1.0	165	13
99		Out of type				-	-	-	-	-	-

Item No. (18): Tare

Type		Explanation				Space (dot) between	Magni	fication	Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	-	-	-
11		Normal	4+1	1	14x24 *1	2	-	1.0	1.0	73	24
12		Bold	4+1	1	22x24 *1	2	-	1.0	1.0	109	24
99		Out of type				-	-	-	-	-	-

Item No. (19): Title of Tare

Type		Explanation	1		C/G	Space (dot) between		Magnification		Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non			ı	•	i	-	ı	-	-
11		Normal 5 1				1	-	1.0	1.0	35	13
12		Bold	5	1	10x13	1	-	1.0	1.0	55	13
99		Out of type				-	-	-	=	-	-

Item No. (20): Barcode

Type		Explanation	1		C/G	Space (dot) between		Magnification		Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			ı	-	ı	•	ı	-	-
11	-	11mm	-	-	-	-	-	-	-	212	*1
12		7mm			-						
99		Out of type				-	-	-	-	-	-

Item No. (21): Mark M(Markdown)/R(Rewrap)/T(Training)

	, ,	•		•	1 /	0,					
Type		Explanation	1		C/G	Space (dot) between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non				=	-	-	=	-	-
11		Normal 1 1				2	-	1.0	1.0	12	24
12		Bold	1	1	16x24	2	-	1.0	1.0	18	24
99		Out of type				-	-	-	-	-	-

Item No. (22): Net Weight Statement

	. ,										
Type		Explanation				Space (dot) between		Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non			-	=	-	=	=	-	-
11	48mm	normal	20	1	14x48	2	-	1.0	1.0	320	48
12	57mm	normal	20	1	22x48	2	-	1.0	1.0	320	48
99		Out of type				-	-	-	-	-	-

Item No. (23): LOGO1

	Type		Explanation	1		C/G	Space (dot) between	Magnit	fication	Area	size
	NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
	0	Non				=	=	-	-	-		-
Γ	1	-	Exist	-	-	=	-	-	-	-	*1	*1
	99		Out of type			-	-	-	-	-	-	-
-		* / / 00				7 \						

NOTE: *1 LOGO size : Free, Max. : 600 (x) x 400 (y)

Item No. (24): LOGO2

	()										
Type		Explanation	า		C/G	Space (dot) between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non				-	-	-	-	-	-
1	-	=	-	-	-	-	-	-	-	*1	*1
99		Out of type				-	-	-	-	-	-

NOTE: *1 LOGO size : Free, Max. : 600 (x) x 400 (y)

tem No. (25): LOGO3

Type		Explanation	ı		C/G	Space (dot) between	Magnit	fication	Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non			-	-	-	-	-	-	-
1	-	-	-	-	-	-	-	-	-	*1	*1
99		Out of type			-	-	-	-	-	-	-

NOTE: *1 LOGO size : Free, Max. : 600 (x) x 400 (y)

Item No. (26): Address

Type		Explanation	1		C/G	Space (dot) between		Magnit	fication	Area size	
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non			=	-	-	-	=	-	-
11	48mm	Normal	26	2	10x14	2	2	1.0	1.0	312	32
21	57mm	Normal	32	2	10x14	2	2	1.0	1.0	384	32
31	80mm	Normal	32	2	10x14	2	2	1.0	1.0	384	32
99	Out of type				-	-	-	-	-	-	-

Item No. (27): Safe handling instructions

Type		Explanation	1		C/G	Space (dot)	between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non				-	-	-	-	-	-
1	57mm	-	-	-	-	-	-	-	-	384	192
99		Out of type			-	-	-	-	-	-	-

Item No. (28): FSP Block

Type		Explanati	on		C/G	Space (dot)	between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non			-	-	-	-	=	-	-
11	57mm	-	-	-	-	-	-	-	=	424	204
12	80mm	-	-	-	-	-	-	-	=	600	200
99		Out of type				-	-	-	-	-	-

Item No. (33): FSP Weight

Type		Explanati	on		C/G	Space (dot)	between	Magnification		Area size	
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non			-	•	-	-	-	-	-
11		Normal	5+1	1	14x24 *1	2	-	1.0	1.0	89	24
12		Bold 5+1 1				2	-	1.0	1.0	133	24
99		Out of type				-	-	-	-	-	-

Item No. (34): Title of FSP Weight

Type		Explanati	on		C/G	Space (dot)	between	Magnit	fication	Area	a size
NO.	Label					characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	-	-	-
11		Normal 15 1				1	-	1.0	1.0	105	13
12		Bold 15 1				1	-	1.0	1.0	165	13
99		Out of type				=	-	-	-	-	-

Item No. (38): Nutrition

Type		Explanation	on		C/G	Space (dot)	between	Magni	fication	Area	size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	=	-	-
10	48mm 1st.		Reg	ular							
11	48mm 1st.		Regular	Omitted							
12	48mm 1st.		Tabı	uler							
13	48mm 1st.	Tab	uler Omit	ted Foot	note						
14	48mm 1st.		For Child								
15	48mm 1st.	F	For Child (Age:2-4)								
20	57mm 1st.		Regular								
21	57mm 1st.		Regular Omitted								
22	57mm 1st.		Tabuler								
23	57mm 1st.	Tab	uler Omit	ted Foot	note						
24	57mm 1st.		For Child	(Age <2)						
25	57mm 1st.	F	or Child (Age:2-4	.)						
30	48mm 2nd.		Reg	ular							
31	48mm 2nd.		Regular	Omitted							
32	48mm 2nd.		Tabı	uler							
33	48mm 2nd.	Tab	Tabuler Omitted Footnote								
34	48mm 2nd.		For Child (Age <2)								
35	48mm 2nd.	F	For Child (Age:2-4)								
40	57mm 2nd.		Regular			·			·		

Item No. (38): Nutrition (Continued)

Type		Explanati	on	•	C/G	Space (dot)	between	Magnification		Area size	
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
41	57mm 2nd.		Regular	Omitted							
42	57mm 2nd.		Tab	uler							
43	57mm 2nd.	Tal	ouler Omit	ted Foot	note						
44	57mm 2nd.		For Child	(Age <2	:)						
45	57mm 2nd.		For Child ((Age:2-4	.)						
99	Out of type				-	-	-	-	-	-	-

Item No. (39): "+ TAX" for Price

	· /										
Type		Explanati	on		C/G	Space (dot)	between	Magni	fication	Area	a size
NO.	Label					characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	=	-	-
11		Normal 4 1				1	-	1.0	1.0	60	24
12		Bold	4	1	22x24	1	-	1.0	1.0	92	24
99		Out of type				-	-	-	-	-	-

Item No. (40): Average Portion Cost Weight

Type		Explanati	on		C/G	Space (dot)	between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	У
0		Non				-	-	-	-	-	-
1	-	Exist	-	-	-	-	-	-	-	-	-
99		Out of type				-	-	-	-	-	-

Item No. (41): Average Portion Cost Weight Title

Type		Explanati	on		C/G	Space (dot)	between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	•	-	-	-	-	-
1	-	Exist	-	-	-	-	-	-	-	-	-
99		Out of type				-	-	-	-	-	-

Item No. (42): Average Portion Cost Pieces

	· (· – / · · · ·	(= / · · · · · · · · · · · · · · · · · ·								
Type	Explanation			C/G	Space (dot)	between	Magni	fication	Area	a size
NO.	Label Size Chr. Line		WxH (dot)	characters	lines	Horizontal	Vertical	Х	у	
0	Non		-	-	-	=	-	-	-	
1	- Exist		-	-	-	=	-	-	-	
99	Out of type			-	-	-	-	-	-	-

Item No. (43): Average Portion Cost Pieces Title

Type	Explanation			C/G	Space (dot)	between	Magni	fication	Area	a size	
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	-	-	-
1	-	Exist	-	-	-	-	-	-	-	-	-
99	Out of type			-	-	-	-	-	-	-	

Item No. (44): Average Portion Cost Price

	<u> </u>										
Type		Explanation			C/G	Space (dot)	between	Magni	fication	Area	a size
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0		Non			-	-	-	-	=	-	-
1	-	Exist	-	-	-	-	-	-	=	-	-
99	Out of type			-	-	-	-	-	-	-	

Item No. (45): Average Portion Cost Price Title

Type	Explanation			C/G	Space (dot)	between	Magni	fication	Area	a size	
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0	Non		-	-	-	-	-	-	-		
1	- Exist		-	-	-	-	-	-	-		
99	Out of type			-	-	-	-	=	_	-	

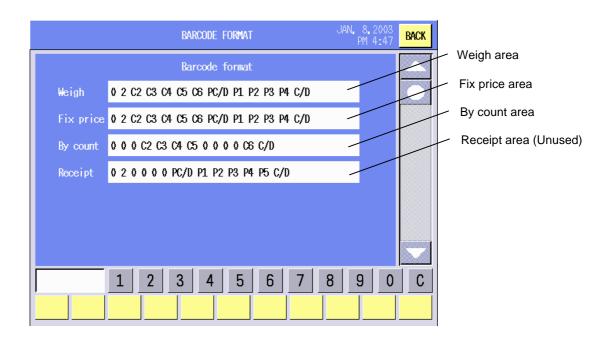
Item No. (46): Coded Time

Type	Explanation			C/G	Space (dot)	between	Magni	fication	Area	a size	
NO.	Label	Size	Chr.	Line	WxH (dot)	characters	lines	Horizontal	Vertical	Х	у
0	Non		-	ı	-	-	ı	-	-		
11		Normal	1	1	10x24	2	-	1.0	1.0	12	24
12		Bold	1	1	16x24	2	-	1.0	1.0	18	24
99	Out of type			-	-	-	-	-	-	-	

15.3 Bar Code Format Setting

You can program the bar code format with this menu.

The following screen will appear when the [Barcode] key of the Set up menu is touched.



Procedure

Item	Procedure
Barcode format	1. Touch the Barcode format area you desire to program (Weight, Fix
	price, or By count).
	2. The Bar Code Format Setting screen will appear.

NOTE: The receipt specification is not used currently.

Bar Code Format Setting Screen

When the Barcode format area of Weight, Fix price, By count, or Receipt is touched, the Bar Code Format Setting screen will appear. In this section, how to set the bar code format for Weight is described for example.

Item sign is displayed as F: Flag H: PLU# C: UPC# JAN. 8.2003 PM 4:06 BARCODE FORMAT BACK Digit No. area PC/D: Price check digit Digit No. is displayed. When the item is Flag, Digit P: Price Barcode format W: Weight Weigh No. means Flag value. PC/D and C/D has no digit. C/D: Check digit 9 10 11 P C/D F F C C C C С Ρ P P P C/D 0 2 2 3 2 3 4 Digit 4 5 6 1 Item 1 area F:Flag Oto9 Item sign is displayed as F: Flag H: PLU# C: UPC# PC/D: Price check digit P: Price W: Weight C/D: Check digit 1 2 3 4 5 6 7 8 9 0 C

Procedure

ltem	Procedure
Item and Digit	1. Touch a desired data key.
•	F: Flag
	H: PLU#
	C: UPC#
	PC/D: Price Check Digit
	P: Price
	W: Weight
	C/D: Check digit
	2. Touch the box(es) of the upper row to which the selected data is
	assigned.
	3. Input a number with the numeric keys.
	Flag: 0 to 9
	PLU#: 1 to 6
	UPC#: 1 to 6
	PC/D: None
	Price: 1 to 7
	Weight: 1 to 6
	C/D: None
	4. Touch the box(es) of the lower row to which the number is assigned

NOTES:

- 1. Setting error condition
 - (1) Irregular data pattern of Price Except the following pattern
 - a) P1 P2 P3 P4
 - b) P1 P2 P3 P4 P5
 - c) P1 P2 P3 P4 P5 P6
 - d) P1 P2 P3 P4 P5 P6 P7

Price data should be continuous setting.

(2) Irregular data pattern of weight

Except the following pattern

- a) W1 W2 W3 W4
- b) W1 W2 W3 W4 W5

Weight data should be continuous setting.

(3) Irregular calculation pattern of PC/D.

Except the following pattern

- a) P1 P2 P3 P4
- b) P1 P2 P3 P4 P5
- c) W1 W2 W3 W4
- d) W1 W2 W3 W4 W5

Error occurred when PC/D can not calculate.

(4) It is error that same data is found in a barcode format.

Regarding following.

- a) W1 W5
- b) P1 P7
- c) PC/D

2. Data error condition

It will be printed only code data (C1 – C6) if error occurred.

(1) Irregular Price

Price pattern	Barcode format pattern							
riice patterri	P1234	P12345	P123456	P1234567				
\$0.01	0001	00001	000001	0000001				
\$0.12	0012	00012	000012	0000012				
\$1.23	0123	00123	000123	0000123				
\$12.34	1234	01234	001234	0001234				
\$123.45	Error	12345	012345	0012345				
\$1234.56	Error	Error	123456	0123456				
\$12345.67	Error	Error	Error	1234567				

(2) Irregular Weight

Weight pattern	Format pattern				
vveigni pattern	W1234	W12345			
0.005lb	0005	00005			
0.015lb	0015	00015			
0.125lb	0125	00125			
1.235lb	1235	01235			
12.345lb	Error	12345			
15.34lb	Error	15340			

(3) Irregular Pieces

Diocos pattern	Format pattern				
Pieces pattern	W1234	W12345			
1 PCS.	0001	00001			
12 PCS.	0012	00012			

3. Others condition regarding Barcode Specification.

It will be printed only code data (C1 -C6) if error occurred.

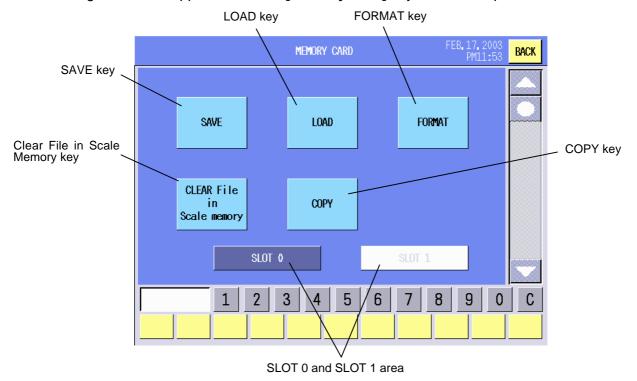
- (1) C/D (13 digits)
 - C/D should set to the position of end digit of 13 digits if C/D is needed.
- (2) PC/D
 - It is accepted that PC/D is free position.
- (3) Weight

W1 - W5 are used for "Weigh mode", "Fix mode" and "By-count mode". In case of By-count mode, W1 – W5 will use for Pieces data.

15.4 Memory Card Operation

You can format a memory card, load or save the data to a memory card or copy information from one memory card to another with this menu.

The following screen will appear when the [Memory card] key of the Set up menu is touched.



Procedure

i i ocedui e	
Item	Procedure
Save	1. Select the SLOT 0 or SLOT 1.
	2. Touch [SAVE] key.
	3. The Folder/File Selection screen will appear. See Section 15.4.1.
Load	1. Select the SLOT 0 or SLOT 1.
	2. Touch the [LOAD] key.
	3. The Folder/File Selection screen will appear. See Section 15.4.1.

Item	Procedure
Format	1. Select the SLOT 0 or SLOT 1.
	2. Touch the [FORMAT] key.
	3. The Memory Card Format screen will appear. See Section 15.4.2.
	NOTE: Be sure to format the memory card if it is used on this machine for
	the first time.
Clear File in Scale memory	1. Touch the [CLEAR File in Scale memory] key.
_	2. The Data Clear screen will appear. See Section 15.4.3.
Сору	1. Select the SLOT 0 or SLOT 1.
	2. Touch the [COPY] key.
	3. The Memory Card Copy screen will appear. See Section 15.4.4.

NOTES:

- 1. Be sure to select the slot number in which a memory card is inserted. When both slots are used, be careful not to mistake the slot number.
- 2. An attempt to operate the memory card when it is not inserted or inserted incompletely will cause a beep tone to sound and the error message "No MC is inserted" to appear. After clearing the error state by touching anywhere on the operation panel, re-insert the memory card correctly, and then retry.

15.4.1 Save/Load Operation

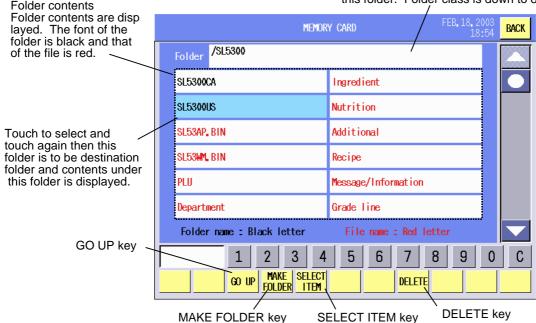
You can save data onto the memory card or read data from the memory card.

NOTE: DO NOT remove the memory card while the save or load is in progress. Doing so may destroy the data.

The Folder/File Selection screen will appear when the **[SAVE]** or **[LOAD]** key of the Memory Card Operation screen is touched.



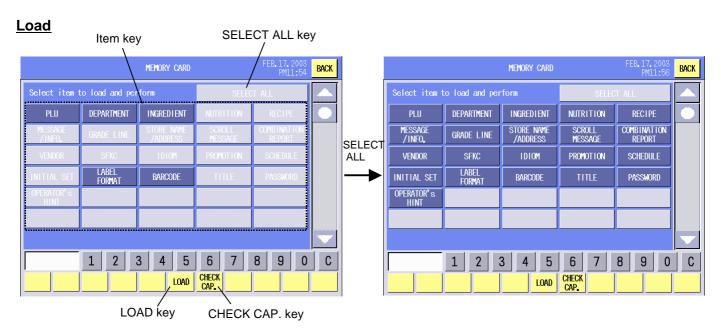
Folder Name
Destination folder which is to be a target for saving or loading is displayed. In case of saving, appointed file is saved under this folder. Folder class is down to 8 max.



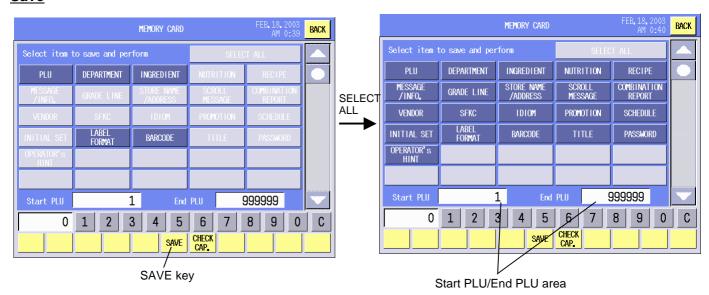
Key Functions

Key	Function
GO UP	Used to show the folder of an upper level.
MAKE FOLDER	Used to make a new folder.
SELECT ITEM	Used to show the Save or Load Operation screen.
DELETE	Used to delete selected folder/file.

After selecting the file or folder and touching the **[SELECT ITEM]** key, the following Select Item screen will appear. Select the item(s) to save/load by touching the desired area(s).



Save



Key Functions

Key	Function
SAVE	Used to save data to the memory card.
LOAD	Used to load data from the memory card.
CHECK CAP.	Used to check the free capacity of the memory card.
SELECT ALL	Used to select all items at the same time.

Procedure

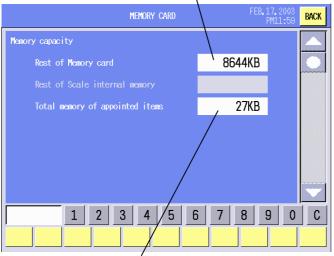
Item	Procedure
Saving data onto the	1. Select the desired item(s).
memory card	2. Input the start PLU No. and touch the Start PLU area.
	3. Input the end PLU No. and touch the END PLU area.
	4. Touch the [SAVE] key.
	NOTE: While saving, the message "Now in process of saving" is displayed.
	When succeeded, "Results of saving OK" will be displayed and the saved
	items are shown with blue letters. When failed, "Results of saving NG" will
	be displayed and the failed items are shown with the red letters.
Loading data from the	1. Select the desired item(s).
memory card	2. Touch the [LOAD] key.
	NOTE : While loading, the message "Now in process of loading" is displayed.
	When succeeded, "Results of loading OK" will be displayed and the loaded
	items are shown with blue letters. When failed, "Results of loading NG" will
	be displayed and the failed items are shown with the red letters
Checking the memory	1. Touch the [CHECK CAP.] key.
capacity	2. The Memory Capacity Check screen will show the free capacity of the
	memory card and the scale's internal memory, and the total capacities of
	the selected items.

NOTE: Before saving or loading the data, check the free memory capacity of the destination.

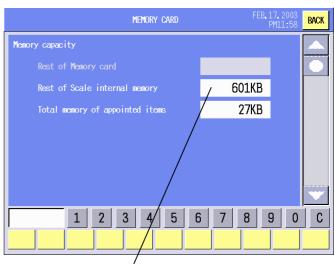
Memory Capacity Check screen

<u>SAVE</u> <u>LOAD</u>

ATA Card Capacity area
Display the available memory Capacity of
ATA card.



Total memory capacity area The total memory of the selected items.



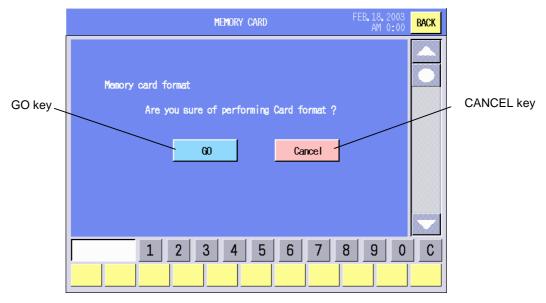
Scale Memory area Display the available memory capacity of the scale.

15.4.2 Memory Card Format

Formatting the memory card can be performed with this menu. Be sure to format the memory card if it is used on this machine for the first time.

The following screen will appear when the **[FORMAT]** key of the Memory Card Operation screen is touched.

Memory Card Format screen



Key Functions

rey i unotiono		
Key	Function	
GO	Used to start the memory card format.	
Cancel	Used to cancel the memory card format.	

NOTE: All data stored in the memory card will be cleared by formatting the card.

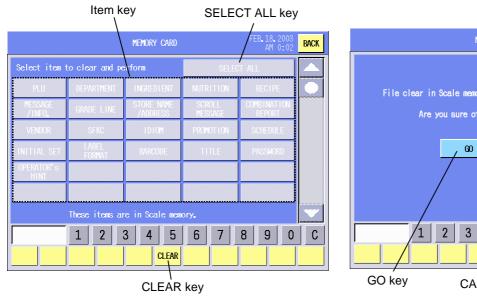
15.4.3 Clear File in Scale Memory

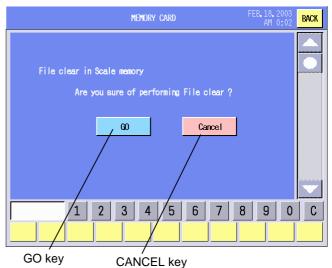
The internal memory of the machine can be cleared with this menu.

The following screen appears when the **[CLEAR FILE in Scale memory]** key of the Memory Card Operation screen is touched. Select the item(s) you desire to clear.

Memory Card Operation screen

Confirmation screen





Key Functions

Key	Function
CLEAR	Used to clear the item(s). When this key is touched, the Confirmation screen will
	appear.
SELECT ALL	Used to select all items at the same time.
GO	Used to clear the item(s).
Cancel	Used to cancel the item clear.

Procedure

Item	Procedure
Clear Item	1. Select the item(s) you desire to clear, or touch the [SELECT ALL] key. 2. Touch the [CLEAR] key. 3. The confirmation screen will appear. 3. Touch the [GO] key to clear or [Cancel] key to cancel.
	NOTE: To cancel the selected item(s) individually, touch the item(s) again.

15.4.4 Memory Card Copy

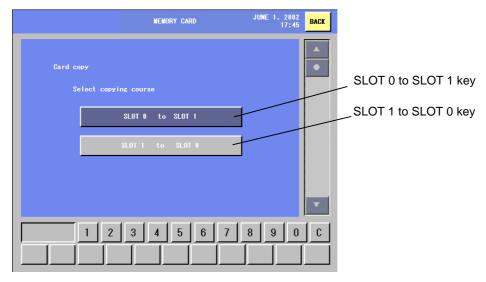
You can copy data memory cards.

NOTE: DO NOT remove the memory card while the data copy is in progress. Doing so may destroy the data.

The following screen will appear when the **[COPY]** key of the Memory Card Operation screen is touched.

Select the copy source and destination by touching the [SLOT $0 \rightarrow$ SLOT 1] or [SLOT $1 \rightarrow$ SLOT 0]

key.



Key Functions

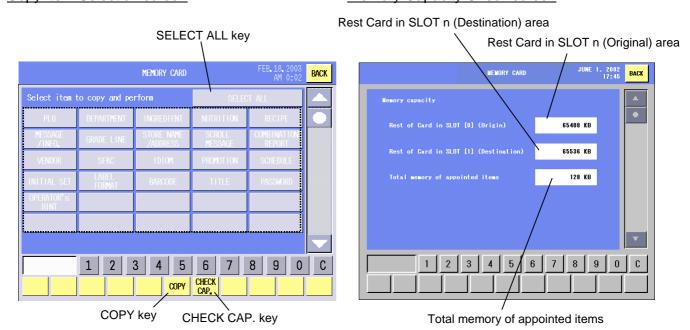
Key	Function
SLOT 0 → SLOT 1	Used to copy data of the memory card inserted into SLOT 0 to one in SLOT 1.
SLOT 1 → SLOT 0	Used to copy data of the memory card inserted into SLOT 1 to one in SLOT 0.

After selecting the copy source and destination, the Copy Item Selection screen will appear. Select the item(s) to copy, and touch the **[COPY]** key.

Touching the [CHECK CAP.] key causes the Memory Capacity Check screen to appear.

Copy Item Selection screen

Memory Capacity Check screen



Key Functions

Key	Function
SELECT ALL	Used to select all items at the same time.
COPY	Used to copy the selected item to the destination memory card.
CHECK CAP.	Used to check the free capacity of the destination memory card.

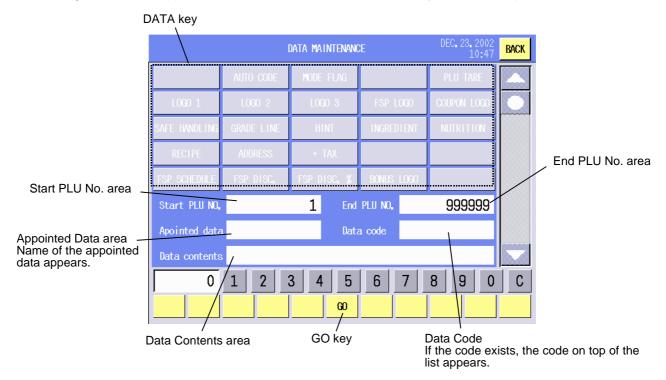
Procedure

Item	Procedure
To select the item(s)	Select the item(s) to copy or touch the [SELECT ALL] key.
To cancel the selected item(s)	Touch the selected item(s) again.
Memory capacity check	1. Touch the [CHECK CAP.] Key.
	2. The Memory Capacity Check screen is displayed.
Сору	1. Touch the [COPY] key.
	2. The message "Now in process of copying" is displayed.

15.5 PLU Data Maintenance

Each data of the already programmed PLUs can be changed at the same time.

The following screen will appear when the [Data maintenance] key of the Set up menu is touched.



Key Functions

rtoy i dillottor	
Key	Function
GO	Used to change the PLU data.

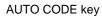
Procedure

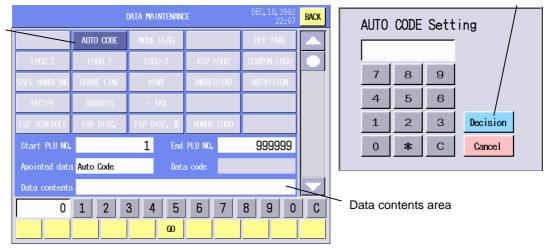
Item	Procedure
Changing the PLU data	Select a desired item key. (only one item)
	2. The selected item appears on the Appointed data area.
	3. Input the start PLU No.
	4. Input the end PLU No.
	5. Touch the Data code area or Data contents area to enter a number
	of data.
	NOTE: Data setting procedure differs depending on the data to be
	changed. Refer to the following pages. See also Section 14.2 for the
	max. values and notes.
	6. Touch the [GO] key to change the data.

1) Auto Code (UPC Code)

- (1) Touch the [AUTO CODE] key.
- (2) When the Data contents area is touched, the Auto Code Setting screen will appear.
- (3) Input a numeric data and touch the [Decision] key.

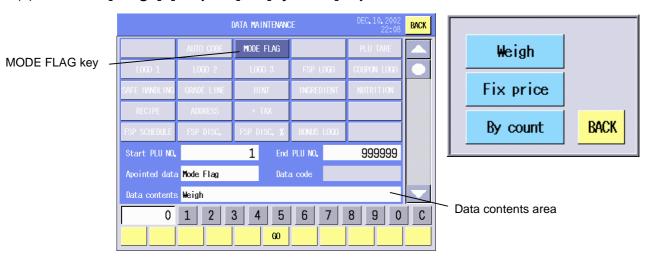
Decision key





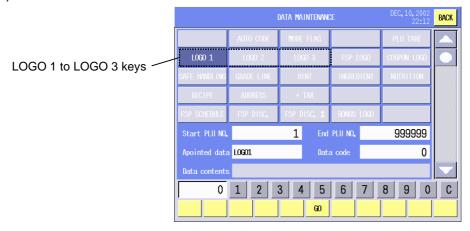
2) Mode Flag

- (1) Touch the [MODE FLAG] key.
- (2) When the Data contents area is touched, the Mode Flag Setting screen will appear.
- (3) Touch the [Weigh], [Fix price], or [By count] key.



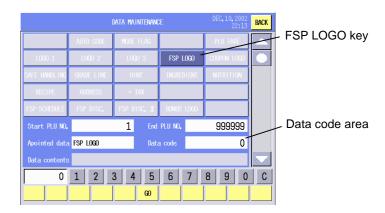
3) Logo 1/Logo 2/Logo 3

- (1) Touch the **[LOGO 1]**, **[LOGO 2]**, or **[LOGO 3]** key.
- (2) Input a registered logo number.
- (3) Touch the Data code area.



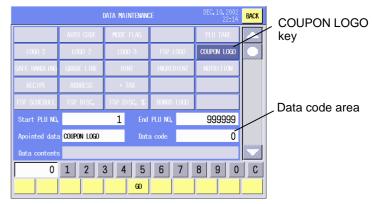
4) FSP Logo

- (1) Touch the [FSP LOGO] key.
- (2) Input the registered FSP logo number.
- (3) Touch the Data code area.



5) Coupon Logo

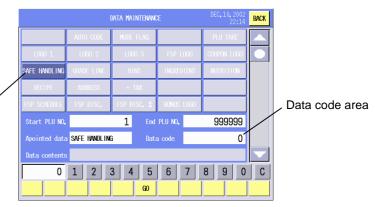
- (1) Touch the [COUPON LOGO] key.
- (2) Input the registered Coupon logo number.
- (3) Touch the Data code area.



6) Safe Handling

- (1) Touch the [SAFE HANDLING] key.
- (2) Input the registered Safe handling number.
- (3) Touch the Data code area.

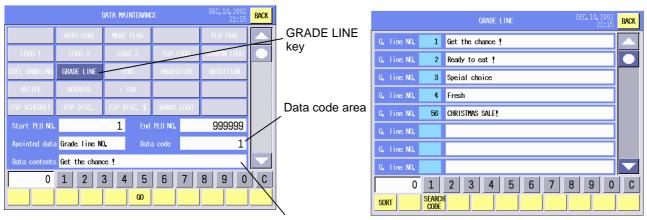
SAFE HANDLING key



7) Grade Line

- (1) Touch the [GRADE LINE] key.
- (2) Input the registered Grade line number, and touch the Data code area. Or.

touch the Data contents area to call the Grade Line list, and touch the desired grade line.

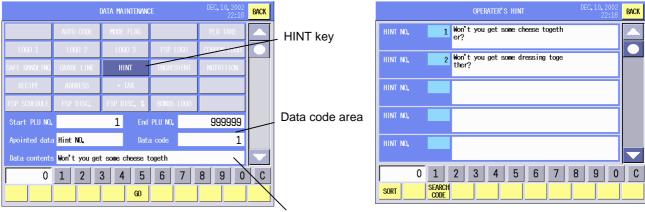


8) Hint

Data contents area

- (1) Touch the [HINT] key.
- (2) Input the registered Hint number, and touch the Data code area. Or,

touch the Data contents area to call the Hint list, and touch the desired hint.

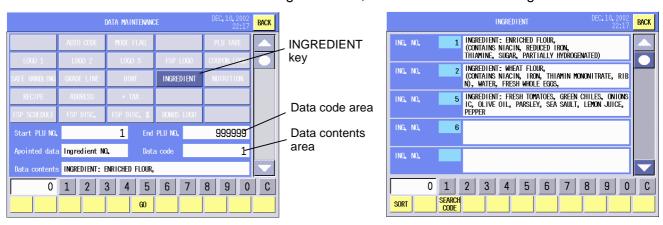


9) Ingredient

Data contents area

- (1) Touch the [INGREDIENT] key.
- Input the registered Grade line number, and touch the Data code area. Or,

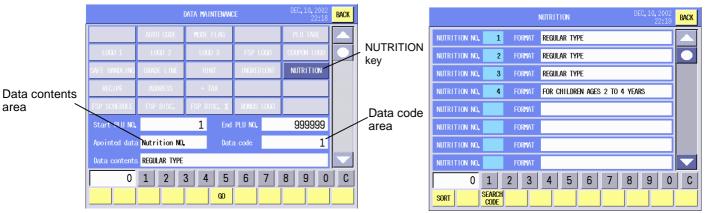
touch the Data contents area to call the Ingredient list, and touch the desired ingredient.



10) Nutrition facts

- (1) Touch the [NUTRITION] key.
- (2) Input the registered Nutrition number, and touch the Data code area. Or,

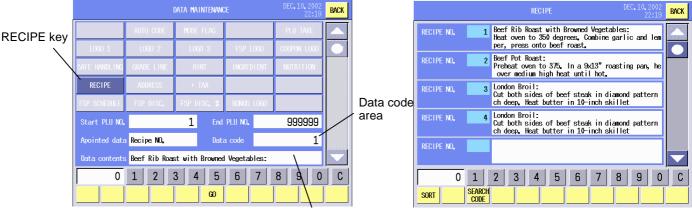
Touch the Data contents area to call the Nutrition facts list, and touch the desired nutrition facts.



11) Recipe

- (1) Touch the [RECIPE] key.
- (2) Input the registered Recipe number, and touch the Data code area. Or,

Touch the Data contents area to call the Recipe list, and touch the desired recipe.

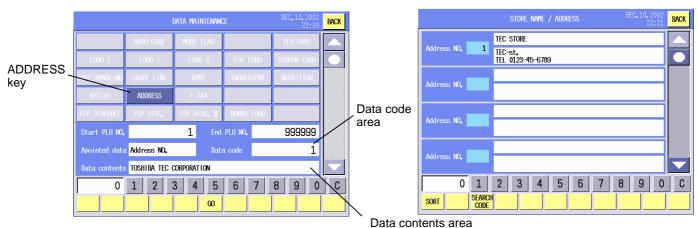


12) Address

Data contents area

- (1) Touch the [ADDRESS] key.
- (2) Input the registered Address number, and touch the Data code area.
 Or

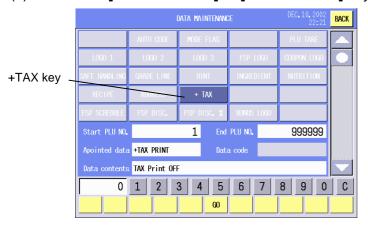
Touch the Data contents area to call the Address list, and touch the desired address.

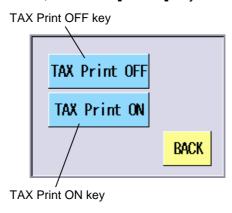


EO1-31009

13) +Tax

- (1) Touch the [+TAX] key.
- (2) When the Data contents area is touched, the Tax print on/off screen will appear.
- (3) Touch the [TAX Print OFF] or [TAX Print ON] key. To cancel, touch the [BACK] key.



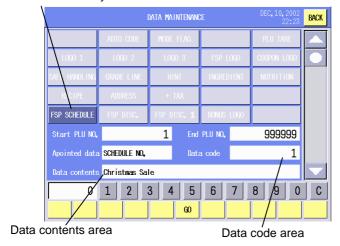


14) FSP Schedule

- (1) Touch the [FSP SCHEDULE] key.
- (2) Input the registered FSP Schedule number, and touch the Data code area.

Touch the Data contents area to call the FSP Schedule list, and touch the desired schedule.

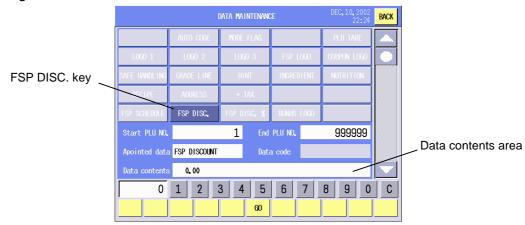
FSP SCHEDULE key





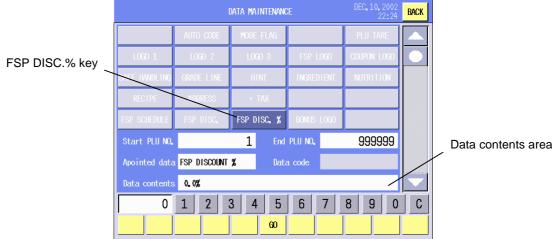
15) FSP Discount

- (1) Touch the [FSP DISC.] key.
- (2) Input the registered FSP Discount number, and touch the Data contents area.



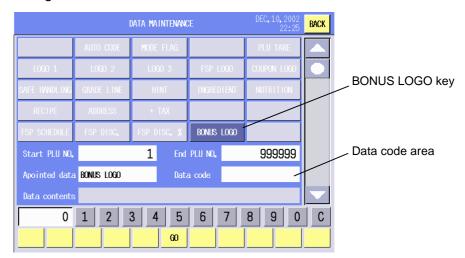
16) FSP Discount %

- (1) Touch the [FSP DISC.%] key.
- (2) Input the registered FSP discount rate, and touch the Data contents area.



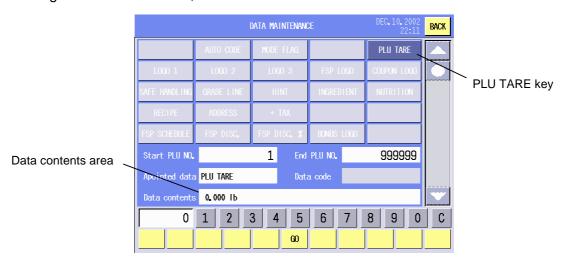
17) Bonus Logo

- (1) Touch the [BONUS LOGO] key.
- (2) Input the registered bonus logo number, and touch the Data contents area.



18) Tare

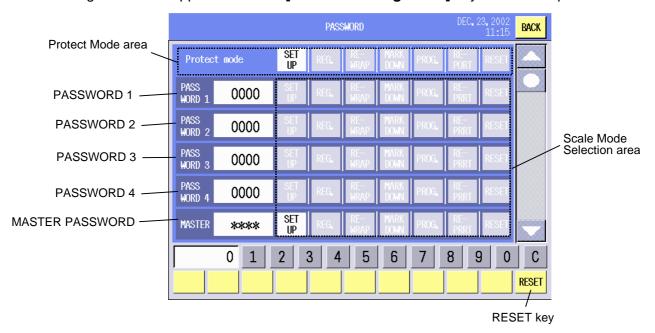
- (1) Enter the [PLU TARE] key.
- (2) Input the registered Tare number, and touch the Data contents area.



15.6 Password Assignment

The total of 4 different passwords can be programmed with this menu. You can assign these passwords to the operating modes as you like.

The following screen will appear when the [Password assignment] key of the Set up menu is touched.



Key Functions

Ney i unctions	
Key	Function
RESET	Used to reset the passwords to the initial status.

Procedure

riocedure	
Item	Procedure
Setting a password to the	1
desired operation mode.	password.
	2. Input a 4-digit number (0000 - 9999) and touch the desired password
	display area(s) (PASSWORD 1 to PASSWORD 4, or MASTER).
	NOTE: 0000 is the default setting.
	3. Select the mode to be protected by the password by touching the
	mode key(s) on the same row.
Resetting the password	1. Touch the [RESET] key.
	2. The passwords are reset to the initial status.

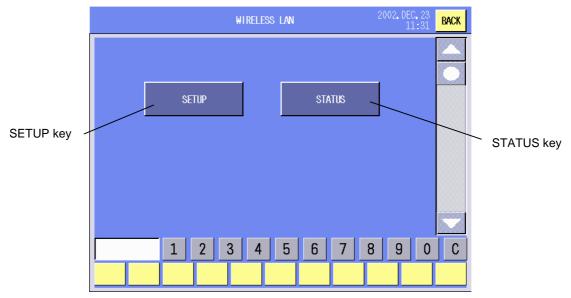
NOTES:

- 1. Regarding the master password, contact the nearest TOSHIBA TEC service representative or sales agent.
- 2. The mode protected by the password is shown on the main menu screen with a key symbol.
- 3. The master password can be used to enter all the protected modes.
- 4. It is possible to omit "0" (zero(s)) when inputting a password beginning with "0" (zero(s)). E.g.) "1" for "0001", "53" for "0053", "123" for "0123"

15.7 Wireless LAN

In this mode, various wireless LAN settings and the status check can be performed.

The following screen will appear when the [Wireless LAN] key of the Set up menu is touched.



Procedure

Item	Procedure
Setting the wireless LAN	1. Touch the [SETUP] key.
	2. The wireless LAN setup screen will appear. → See Section 15.7.1.
Checking the wireless LAN	1. Touch the [STATUS] key.
status	2. The wireless LAN status screen will appear. → See Section 15.7.2.

NOTE: When a wireless LAN card is not inserted into the PC card slot or not inserted correctly, a beep tone sounds and the message "No wireless card." is displayed on the screen. To clear the error, touch anywhere on the operation panel. Insert the LAN card correctly and retry.

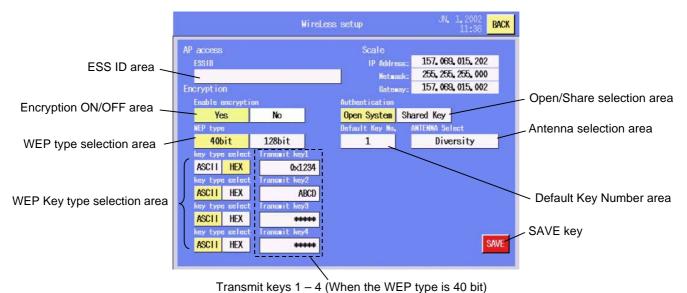
15. SET UP MODE EO1-31009

15.7 Wireless LAN

15.7.1 Wireless LAN Setup

You can set the basic security (ESS ID, Encryption, Key code), IP address, etc. with this menu.

The following screen will appear when the [SETUP] key of the Wireless LAN screen is touched.





Transmit keys 1 – 4 (When the WEP type is 128 bit)

Key Functions

Key	Function
SAVE	Used to save the entered data.

Procedure

Item	Procedure
Setting the ESS ID	1. Touch the ESS ID area.
	2. The Edit screen will appear.
	3. Input an alphanumeric data. (Refer to NOTE 1.)
Setting the encryption	Touch the Yes or No area. When the Yes area is touched, the WEP
status	type and WEP key code settings will be effective. (Refer to NOTE 2.)
Selecting the WEP key type	Touch the ASCII or HEX area.
Setting the transmit key	1. Touch the Transmit key area.
	2. The Edit screen will appear.
	3. Enter a transmit key name.
Setting Authentication	Touch the Open-system or Shared-key area. (Refer to NOTE 3.)
Default key number	Select one of the transmit keys. Each time the Default Key No. window
	is touched, the displayed number changes among 1 to 4.
Setting Antenna	1. Touch the Antenna selection area.
	2. The following menu will appear.
	WireLess setup JAN, 5, 2001 AM 0:40 BACK
	AP access Scale
	ESS10 IP Address: 157, 063, 015, 185 Netwask: 255, 255, 000
	Encryption Bateway: 157, 069, 015, 002
	Enable encryption Authentication Yes No Open System Shared Key
	MEP type Default Key No. ANTENNA Select 40bit 128bit 1 Diversity
	key type select Transmit keyl
	ASCII HEX SAMES Diversity BACK BACK BACK BACK BACK BACK BACK BACK
	ASCII HEX *****
	key type select Transsit key3 ANTENNA-B ANTENNA-B
	key type select Transait key4 ASCII HEX ****** SAVE
	3. Select the Diversity, ANTENNA-A, or ANTENNA-B.

NOTES:

1. ESSID (Extended Service Set Identifier (IEEE802.11))

Max. 32 characters (32 byte ASCII)

The vacant area should be set to zero. The default setting is zero.

2. Encryption (Enable/Disable, WEP type, eacp WEP key code)

ASCII 5 characters or 10 digit HEX code.

All digits should be filled, or an error occurs and entered data is cleared.

The default setting is all zeros, which means the encryption is disabled.

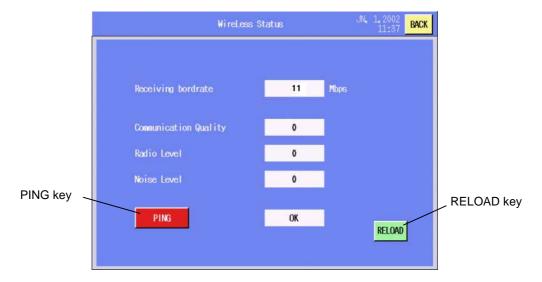
Level	Key length	ASCII	Example
40 bit	0x + 10 digits	5 characters	0xABCDE23456
128 bit	0x + 26 digits	Disabled	26 digits = 5+4+4+4+4

3. Authentication (Open-system/Shared-key) It depends on the Access Point setting.

15.7.2 Wireless LAN Status Check

You can check the status of the wireless LAN.

The following screen will appear when the [STATUS] key of the Wireless LAN screen is touched.



Kev Functions

Key	Function
PING	Used to make a communication check.
RELOAD	Used to resend the status data.

Procedure

Item	Procedure
Checking the status	1. Touch the [PING] key.
	2. The result will be shown by OK or NG. See NOTE below.

NOTE: When the [PING] key is touched, the host network device set in diagnostic mode is detected.

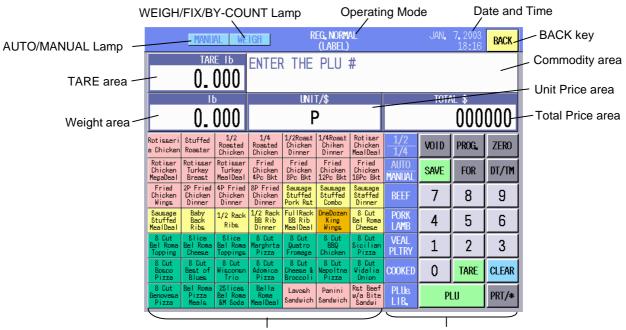
16. REGISTRATION MODE

In the Registration Mode, you can perform daily operations, such as weighing commodities, issuing labels, etc.

Before starting the registration operations, various kind of programming need to be done. Refer to Section 14 Programming Mode and Section 15 Set Up Mode.

Selecting the print items, label format, commodity name, special information, logo, grade line, scrolling message, receipt message, and store name/address, changing the mode, date, and adjusting the operation panel's brightness are allowed in this mode, also.

The following screen will appear when the [REGISTRATION] key of the main menu is touched.



Speed Key area (Freely programmable by SFKC) Function Key area (Freely programmable by SFKC)

NOTES:

- 1. The screen may be partly different depending on the models. The following screen is US model's one.
- 2. The above key layout is an example. You can freely change the key layout by using the SFKC function. (Refer to Section 14.13 SFKC Setting.)

The following table shows the keys to be used throughout the Registration Mode. In addition, many other keys appear on various screens. For details, refer to each screen's description.

Key Functions

Key	Function
ZERO	Zero key
ZERO	Used to set the zero count.
0 – 9	Numeric keys
0-9	Used to input numeric data.
CLEAR	Clear key
CLEAR	Used to clear the input data.
PLU	PLU key
PLO	Used to call a PLU.
TARE	Tare key
IAKE	Used to set a tare.

Key	Function
SAVE	Save key
SAVL	Used to save the tare and unit price of a commodity which is being on the platter.
FOR	For key
	Used to input the quantity of a commodity in By-count operation and Fix (Net weight
	statement) operation.
DT/TM	Date/Time key
	Used to call the Date setting screen. Void key
VOID	Used to cancel the last data.
5500	Programming key
PROG.	Used to call the Registration mode programming screen.
1/2	1/2, 1/4 key
1/4	Used to select the unit of weight between 1/2 lb and 1/4 lb (US model only)
AUTO	Auto/Manual key
MANUAL	Used to select the label issue method between the automatic and manual.
Kg	Kg/100g key
100g	Used to select the unit of weight between kg and 100g (CA model only)
Kg	Kg/lb key Used to change the unit of measure between kilogram (kg) and pound (lb) (CA model
Lb	only)
	Print key
PRT/*	Used to print a customer label.
SPEED	Speed key
key	Used to call a PLU by one touch operation.
PRESET	Preset count key
COUNT	Used to set the number of labels to issue.
GRADE LINE	Grade line key
LINE	Used to call the grade line list. Logo key
LOGO	Used to call the logo list.
0/ TABE	% Tare key
% TARE	Used to input %tare data.
PLUs	PLU library key
LIB.	Used to call the PLU library screen.
PAGE	Page key
- 7.02	Used to change the speed key screens. (up to 5 screens)
VENDOR	Vendor key
	Used to call vendors by one touch operation. Test key
TEST	Used to issue a test label.
41/655	Average Cost key
AV.COST	Used to declare the average portion cost.
VENDOR	Vendor list key
CALL	Used to call the vendor list screen.

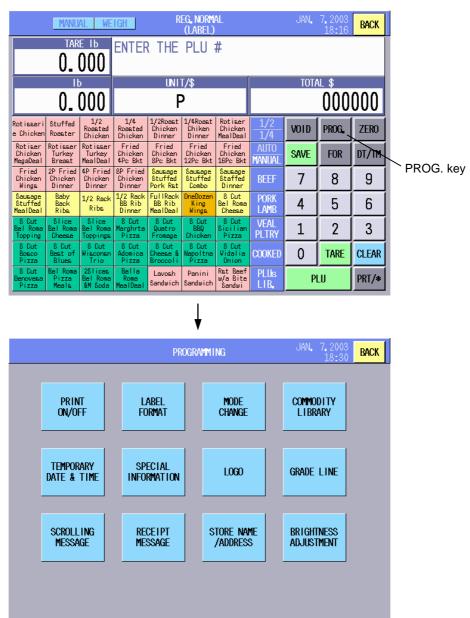
NOTE: The key names in the above table are initial settings. They can be changed with the SFKC function. (Refer to Section 14.13 SFKC Setting.)

16.1 Programming for the Registration Mode

You can select the label format, print items message, grade line, logo, and store name/address, call PLUs, and adjust the brightness of the operation panel with this menu.

The following screen will appear when the [PROG.] key of the Registration Mode initial screen is

touched.

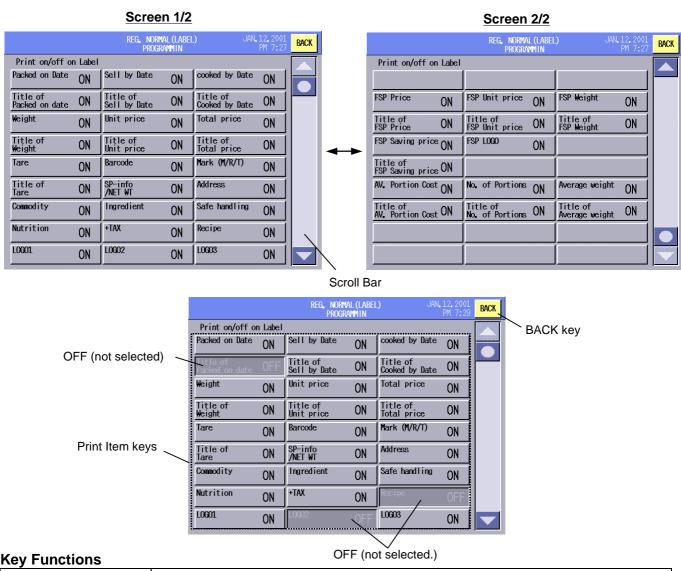


NOTE: The [RECEIPT MESSAGE] key on the screen cannot be used currently.

16.1.1 Print Item Selection

You can select the print items with this menu. The print item selection in this menu has priority over that in the label format setting. With the initial settings, all print items are selected.

The following screen will appear when the **[PRINT ON/OFF]** key of the Registration Mode Programming screen is touched. Since this menu consists of 2 screens, change the screen with the scroll key.



Rey i unctions	·
Key	Function
BACK	Used to return to the Registration Mode initial screen.

Item	Procedure
Print item ON/OFF	Touch the desired print item keys.
	NOTES: 1. With the initial settings, the all print items are selected. Touch the unnecessary keys. They are shown in reverse video. 2. To turn ON them, touch the keys again

16.1.2 Label Format Selection

You can select the label format with this menu.

The following screen will appear when the **[LABEL FORMAT]** key of the Registration Mode Programming screen is touched.

Be sure to select the label format that matches the label to be actually used. Failure to do this causes an error. Please be careful especially after changing the label type.

Since this menu may consist of several screens, change the screen with the scroll key.



Key Functions

Key	Function
BACK	Used to return to the Registration Mode initial screen.

Procedure

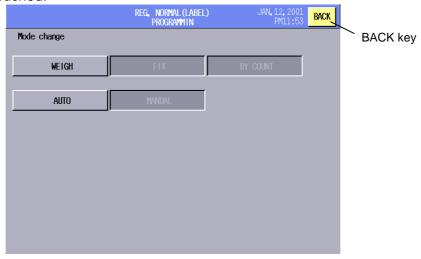
Item	Procedure
Label format selection	Touch the desired label format. The selected label format is shown in pink.

NOTE: Selecting a label format which does not match the label to be actually used will result in an error.

16.1.3 Mode Change

You can change the scale mode and label issue method with this menu.

The following screen will appear when the **[MODE CHANGE]** key of the Registration Mode Programming screen is touched.



Key Functions

Key	Function
BACK	Used to return to the Registration Mode initial screen.

Procedure

Item	Procedure
Scale mode change	Touch the desired key, [WEIGH], [FIX], or [BY COUNT].
Label issue method change	Touch the desired key, [AUTO] or [MANUAL].

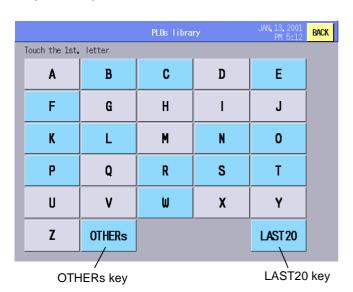
NOTES:

- 1. Label issue method can be also changed by using the **[AUTO/MANUAL]** key on the Registration Mode initial screen if this key has been assigned to the screen by the SFKC setting.
- 2. With the initial settings, the scale mode cannot be changed on this screen (the mode preset to the PLU is effective.) When you desire to use this function, contact the nearest TOSHIBA TEC service representative or sales agent.

16.1.4 PLU Library

You can call the PLU library with this menu.

The following screen will appear when the **[COMMODITY LIBRARY]** key of the Registration Mode Programming screen is touched.









Key Functions

Key	Function	
BACK	Used to return to the Registration Mode initial screen.	
A – Z	Used to call the commodities by the first letter.	
	If a letter has no data, it is shown in grey.	
OTHERs	Used to call the list of PLUs which begin with non-alphabet.	
LAST20	Used to call the recently used 20 PLUs.	

Procedure

Item	Procedure	
Calling the PLU list	Touch the desired key: [A] – [Z], [OTHERS], or [LAST20].	
Selecting the PLU	Touch the desired PLU area.	

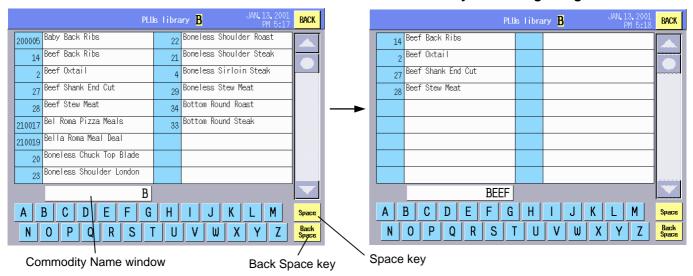
NOTE: PLU library can be also called by using the **[PLUs LIB.]** key on the Registration Mode initial screen if this key has been assigned to the screen by the SFKC setting.

Commodity Name Search

(Example)

Commodity names beginning with "B"

Commodity names beginning with "Beef"



Key Functions

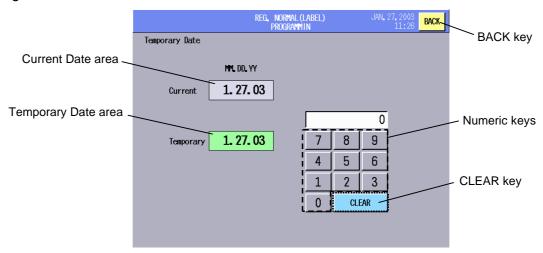
Key	Function	
A – Z, Space	Used to input a commodity name.	
Back Space	Used to delete the entered characters.	

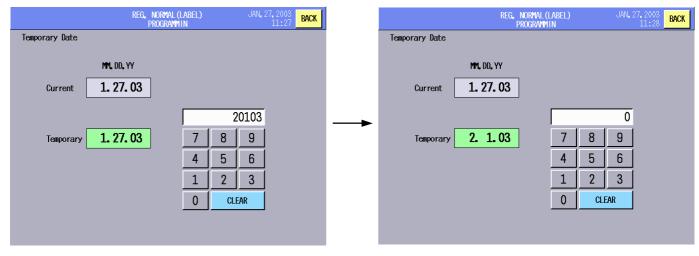
Item	Procedure	
Searching a commodity	1. Enter a commodity name (Max. 16 characters) with the alphabet and	
name	space keys.	
	Only the completely matched commodity names are listed.	

16.1.5 Temporary Date Change

You can temporarily change the date printed on the labels without changing the machine's internal date.

The following screen will appear when the **[TEMPORARY DATE&TIME]** key of the Registration Mode programming screen is touched.





Key Functions

Kev	Function	
BACK	Used to return to the Registration Mode initial screen.	
	Š	
0 – 9	Used to input numeric data.	
CLEAR	Used to clear the temporary date or to correct the input date.	

Procedure

Item	Procedure	
Setting the temporary date	1. Input a temporary date with 5 or 6 digit number with the numeric keys.	
	2. Touch the Temporary date area.	

NOTES:

- 1. Date can be also changed temporarily by using the **[DT/TM]** key on the Registration Mode initial screen if this key has been assigned to the screen by the SFKC setting.
- 2. Regarding the order of day, month, and year, refer to Section 15.1.

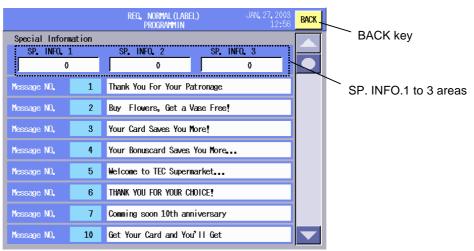
16.1.6 Special Information Assignment

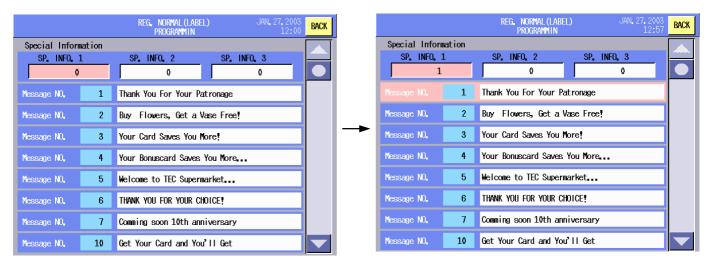
You can select up to 3 lines of special information to be printed on the label.

Special information should have been programmed in the message/information setting menu in the Programming Mode. (Refer to Section 14.8.) Also, it is necessary to select the label format which accommodates the net weight statement. (Refer to Section 15.2 Label Format Setting.)

The selected special information is printed in the area of the Net weight statement during a Weigh or By-count operation.

The following screen will appear when the **[SPECIAL INFORMATION]** key of the Registration Mode Programming screen is touched.





Key Functions

Key Function	
BACK	Used to return to the Registration Mode initial screen.

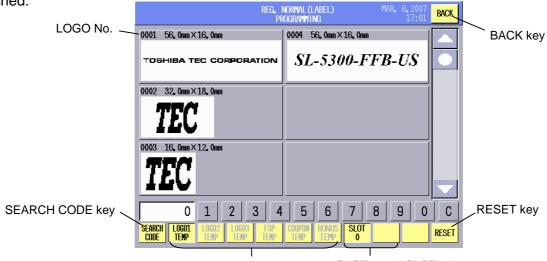
Item	Procedure	
Assigning the special	tial 1. Touch the desired information No. area. (SP. INFO. 1 to 3)	
information 2. Touch the desired message. The selected message is shown		
Cancelling the assignment	1. Touch the information No. area to be cancelled. (SP. INFO. 1 to 3)	
	2. Touch the message to be cancelled. The color of the cancelled	
	message returns to blue.	

16.1.7 Logo Assignment

You can select a logo to be printed on the label.

This operation should be performed after calling a PLU. Even if a logo has been preset to the PLU, the logo selected in this menu has priority over the preset one. When another PLU is called or the Registration Mode is terminated, the selected logo is cleared. Please be certain that the label format can accommodate a logo. For label format information, refer to Section 15.2.

The following screen will appear when the **[LOGO]** key of the Registration Mode Programming screen is touched.



LOGO 1 TEMP to LOGO 3 TEMP, SLOT OF TEMP, COUPON TEMP, BONUS TEMP keys

SLOT 0 and SLOT 1 keys

Key Functions

Rey i diletions	
Key	Function
BACK	Used to return to the Registration Mode initial screen.
0 – 9	Used to input numeric data.
С	Used to clear the entered data.
RESET	Used to cancel the selection of logo.
SEARCH CODE	Used to search the desired logo No. and display it on top of the list.
LOGO1 TEMP -	Used to temporarily assign a logo in place of the one preset to the PLU.
LOGO 3 TEMP,	After a label is issued or the Registration Mode is terminated, the temporarily
FSP TEMP,	assigned logo will be cancelled.
COUPON TEMP,	
BONUS TEMP	
SLOT 0, SLOT 1	Displayed only when a flash memory card is inserted.

NOTE: A logo can be also selected by using the **[LOGO]** key on the Registration Mode initial screen if this key has been assigned to the screen by the SFKC setting.

Procedure

Item	Procedure	
Selecting the Slot 0 or Slot 1	Touch the Slot 0 or Slot 1 key.	
	NOTES: 1. The slot number into which a flash memory card is inserted is displayed.	
	2. Logos saved in the inserted flash memory card are displayed on the screen.	
Assigning the logo	1. Touch the [LOG 1 TEMP], [LOGO 2 TEMP], [LOGO 3 TEMP], [FSP	
	TEMP], [COUPON TEMP], or [BONUS TEMP] key.	
	2. Touch the desired logo image.	

NOTE: Regarding the logo format, refer to Section 14.2.

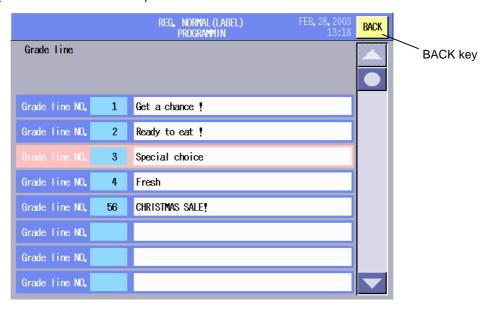
16.1.8 Grade Line Assignment

You can select the grade line to be printed on the label with this menu.

This operation should be performed after calling a PLU. Even if a grade line has been preset to the PLU, the grade line selected in this menu has priority over the preset one. When another PLU is called or the Registration Mode is terminated, the selected grade line is cleared. Please be certain that the label format can accommodate a grade line. For label format information, refer to Section 15.2.

The following screen will appear when the **[GRADE LINE]** key of the Registration Mode Programming screen is touched.

The grade line data should have been programmed with the grade line setting menu in the Programming Mode (Refer to Section 14.7.)



Kev Functions

Key	Function
BACK	Used to return to the Registration Mode initial screen.

Procedure

Item		Procedure
Selecting a grade line	Touch the desired grade line.	The selected grade line is shown in pink.

NOTE: Grade line can be also selected by using the **[GRADE LINE]** key on the Registration Mode initial screen if this key has been assigned to the screen by the SFKC setting.

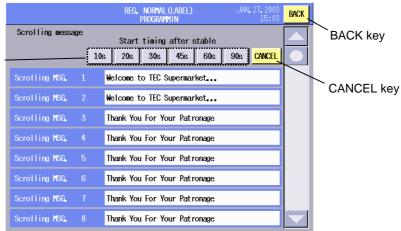
16.1.9 Scrolling Message Setting

You can select the scrolling message to be displayed on the customer's display and set the time until the message is displayed.

The following screen will appear when the **[SCROLLING MESSAGE]** key of the Registration Mode Programming screen is touched.

The scrolling message should have been programmed with the scrolling message setting menu in the Programming Mode (Refer to Section 14.10.)





Selecting a message



Selecting the time



Key Functions

Key	Function
BACK	Used to return to the Registration Mode initial screen.
10s, 20s, 30s, 45s, 60s, 90s	Used to set the time until the scrolling message starts to be displayed.
CANCEL	Used to cancel the scrolling message.

Item	Procedure
Setting the scrolling message	 Touch the desired scrolling message. The selected message is shown in pink. Touch the desired time. (10s, 20s, 30s, 45s, 60s, or 90s) NOTE: This time is from the completion of an operation, label issue, or removal of a commodity from the platter, to the display of the message.
Canceling the scrolling message selection	Touch the [CANCEL] key.

16.1.10 Store Name/Address Assignment

You can select the store name/address to be printed on the label with this menu.

This operation should be performed after calling a PLU. Even if a store name/address has been preset to the PLU, the store name/address selected in this menu has priority over the preset one. When another PLU is called or the Registration Mode is terminated, the selected store name/address is cleared. Please be certain that the label format can accommodate a store name/address. For label format information, refer to Section 15.2.

The following screen will appear when the **[STORE NAME/ADDRESS]** key of the Registration Mode Programming screen is touched.

The store name and address should have been programmed with the store name/address setting menu in the Programming Mode (Refer to Section 14.9.)



Key Functions

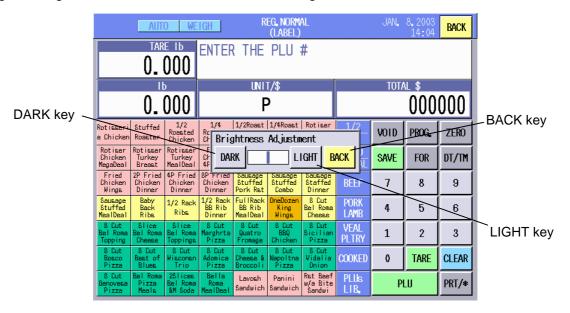
110 / 1 011101110	10) 1 4110110110	
Key	Function	
BACK	Used to return to the Registration Mode initial screen.	

Item	Procedure	
Selecting the address	Touch the desired address. The selected address is shown in pink.	
Cancelling the address	Touch the address to be cancelled. The color of the cancelled address	
	returns to blue.	

16.1.11 Operation Panel Brightness Adjustment

You can adjust the brightness of the operation panel with this menu.

The following screen will appear when the **[BRIGHTNESS ADJUSTMENT]** key of the Registration Mode Programming screen is touched. The default setting is ± 0 .



Key Functions

Key	Function
BACK	Used to return to the Registration Mode initial screen.
DARK	Used to darken the operation panel.
LIGHT	Used to lighten the operation panel.

Item	Procedure
Making the operation panel	Each time the [DARK] key is touched, the operation panel gets darker
darker	step by step. (Max10).
Making the operation panel	Each time the [LIGHT] key is touched, the operation panel gets lighter
lighter	step by step. (Max. +10)

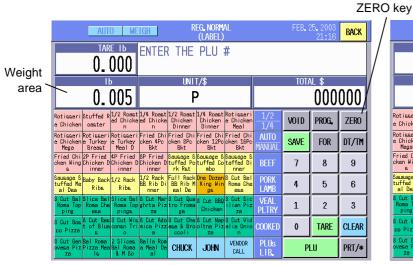
16.2 Basic Operations

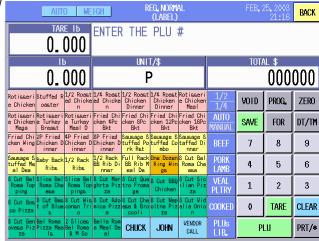
In this section basic daily operations such as calling a PLU, setting a tare, weighing a commodity, etc. are described.

16.2.1 Zero Count Setting

You can set the zero count with this menu.

When nothing is placed on the platter, "0.000" should be displayed on the Weight area. If not, it is necessary to adjust the zero count.



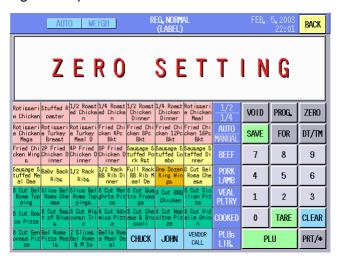


OK

1. Make sure that there is nothing on the platter.

NG

2. Touch the [ZERO] key.



NOTE: Only the US model will display the message "ZERO SETTING" during the zero count adjustment. After completed, the message will disappear.

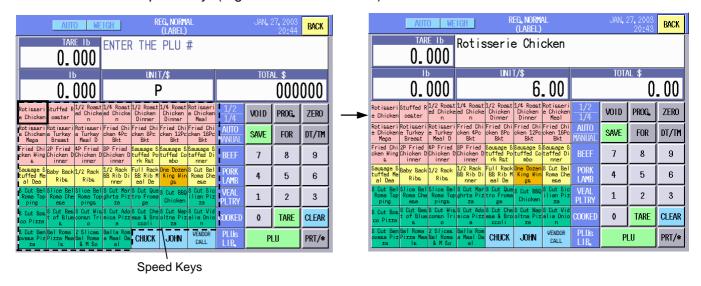
16.2.2 Calling a PLU

There are three ways to call a PLU.

Calling a PLU by using the Speed Key

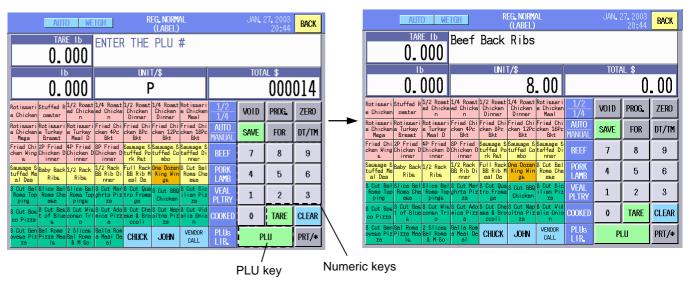
When the PLUs have been assigned to the speed keys, you can call a PLU by just one touch operation.

1. Touch the desired speed key. (e.g.: Rotisserie Chicken)



Calling a PLU by entering a PLU No.

- 1. Input the PLU No with the numeric keys. (e.g.: PLU No. 14)
- 2. Touch the [PLU] key.



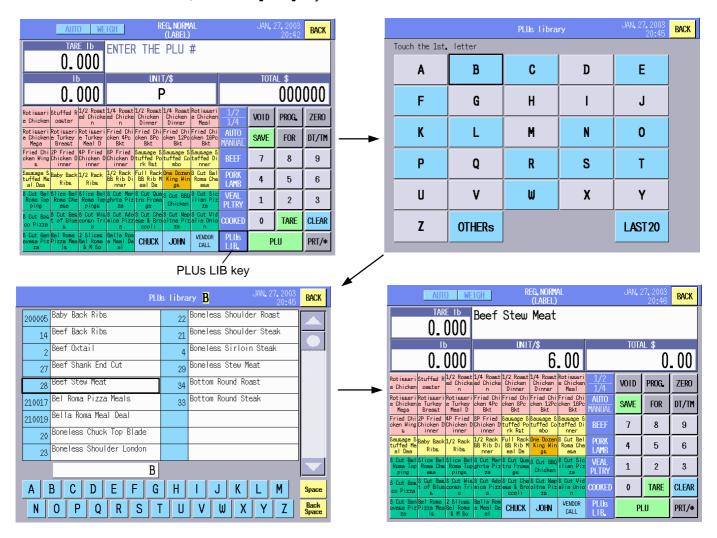
Calling a PLU from the PLU Library

When the **[PLUs LIB.]** Key has been assigned to the screen, you can call the PLU library and select a PLU from it.

- 1. Touch the [PLUs LIB.] Key.
- 2. The PLU library is displayed.
- 3. Touch the [B] key. (e.g.: Beef Stew Meat)
- 4. The list of PLUs that begin with B is displayed.
- 5. Touch the Beef Stew Meat.

NOTES:

- 1. Regarding how to use the PLUs Library, refer to Section 16.1.4.
- 2. To cancel the called PLU, touch the [PLU] key.



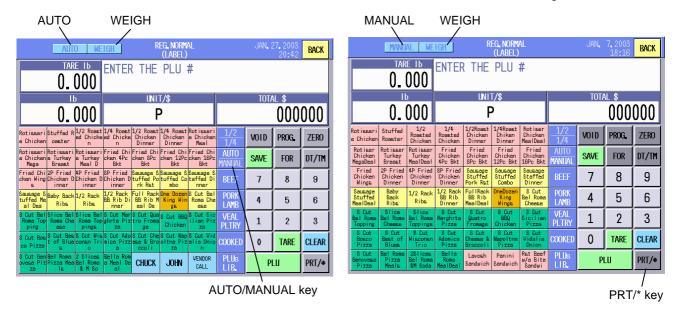
16.2.3 Weighing Commodities and Issuing Labels

I. Confirm that the scale mode is in the WEIGH mode.

NOTE: To set the scale mode to the WEIGH mode, refer to Section 16.1.3 Mode Change.

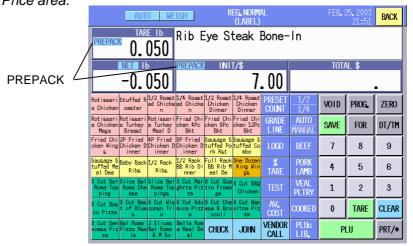
2. Touch and select the label issue method, the AUTO or MANUAL.

NOTE: The label issue method can be also selected in Section 16.1.3. Mode Change.



- Refer to Section 16.2.4, and enter the tare. (This is not necessary when the tare has been preset to the PLU.)
- 4. Call the PLU.
- 5. Refer to Section 16.2.7, and enter the unit price. (This is not necessary when the unit price has been preset to the PLU.)
- 6. Place the commodity on the platter.
- 7. When the label issue method is AUTO, a label will be issued automatically. When the label issue method is MANUAL, touch the **[PRT/*]** key to issue a label.

NOTE: When the commodity is removed from the platter, the called PLU data is cleared. It may be a little troublesome to call the PLU each time, especially when weighing the same commodities of different weight and issuing their labels repeatedly. In this case, touching the **[SAVE]** key after the PLU, Tare, and Unit Price are called or entered, will cause the data to be retained even after the commodity is removed from the platter. In this state, "PREPACK" is displayed on the Tare area and Unit Price area.



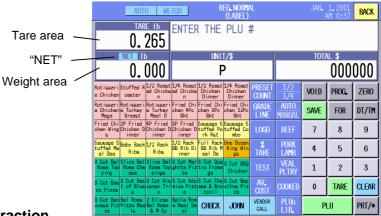
16.2.4 Tare Subtraction/Cancellation/Save

There are 5 ways of tare subtraction:

- 1) When a tare is unknown.
- 2) When a tare is known.
- 3) When a tare is preset to the PLU.
- 4) When a certain percentage of the weight is subtracted as a tare.
- 5) When a certain percentage of the weight is preset to the PLU as a tare.

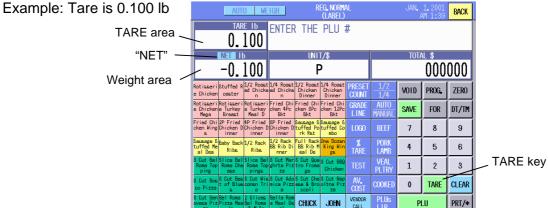
Unknown Tare Subtraction

- Place a container on the platter.
- 2. Touch the **[TARE]** key or the Tare area. The tare is displayed on the Tare area, and "NET" is displayed on the Weight area.



Known Tare Subtraction

1. Input the tare with the numeric keys and then touch the **[TARE]** key or Tare area. The entered tare is displayed on the Tare area, and "NET" is displayed on the Weight area. The tare is subtracted from the weight in advance.

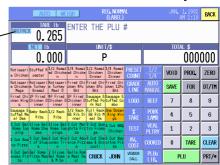


NOTES:

1. To clear the tare before weighing a commodity, remove the container from the platter, and then touch the **[Tare]** key or Tare area. The displayed tare and "NET" will be cleared. (This function cannot be used on the CA model.)

2. After weighing a commodity and removing it together with the container, the tare will be automatically

3. Touching the **[SAVE]** key after entering the tare retains the tare data even after the commodity is removed from the platter. This function is useful when repeatedly weighing different commodities using the same container. In this state, "PREPACK" is displayed on the Tare area.



- 4. The acceptable range of the tare (initial status)
 - US model: 0.005 to 2.000 lbs CA mode: 0.002 to 1.000 kg
- 5. The above NOTES 1 to 4 are the factory default functions. When you desire to change them, please contact the nearest TOSHIBA TEC service representative or sales agent.

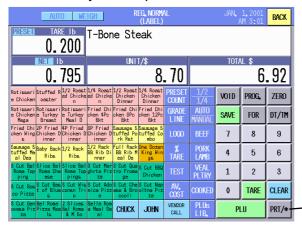
Preset Tare Subtraction

1. Call the PLU. (Regarding how to call PLUs, refer to Section 16.2.2.) If the preset tare needs to be changed, go to Step 3.

Example: Preset tare is 0.200 lbs

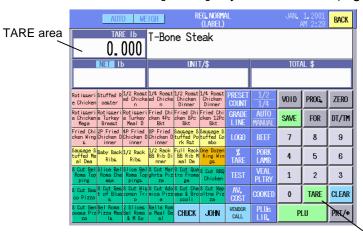


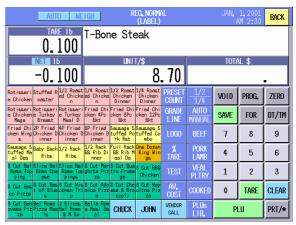
2. Place a commodity on the platter. A label is issued (AUTO) or touch the [PRT/*] key (MANUAL).





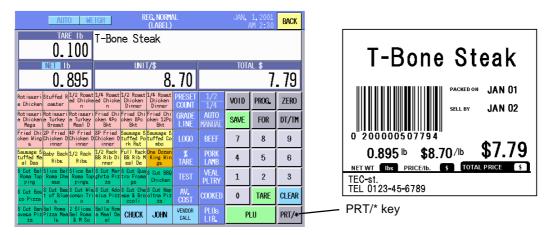
3. If you desire to change the preset tare, touch the **[TARE]** key or Tare area. And then, input a new tare and touch the **[TARE]** key or Tare area. (e.g.: 0.100 lbs)





TARE key

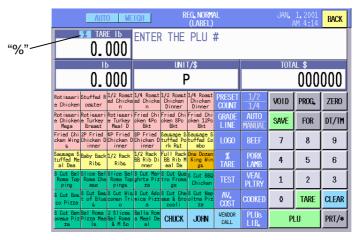
4. Place a commodity on the platter. A label is issued (AUTO) or touch the **[PRT/*]** key (MANUAL).



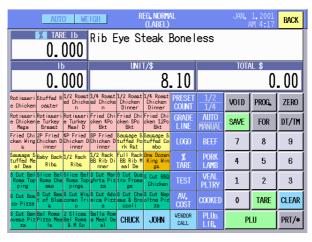
NOTE: With the initial settings, a tare cannot be preset to a PLU. Therefore, even if a tare is set to a PLU, the data will become invalid. When you desire to use this function, contact the nearest TOSHIBA TEC service representative or sales agent.

%Tare Subtraction

- 1. Input a numeric data with the numeric keys and touch the % key. (e.g.: 10%) See NOTE 5.
- 2. "%" is displayed on the Tare area.



3. Call the PLU. (e.g.: Rib Eye Steak Boneless)



4. Place a commodity on the platter.

ENTER THE PLU #

CHUCK JOHN

000000

ZERO FOR DT/TM

3 2

PROG.

dio

7 8 9

4 5 6

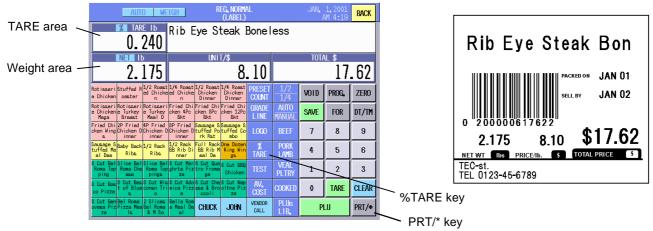
1

0 TARE CL FAR

0.000

0.000

The tare that is 10% of the weight is displayed on the Tare area, and the net weight is displayed on the Weight area, respectively. A label is issued (AUTO) or touch the [PRT/*] key (MANUAL).



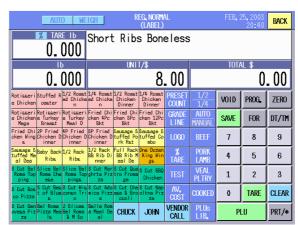
NOTES:

- 1. With the initial settings, the %tare subtraction cannot be used. When you desire to use this function, please contact the nearest TOSHIBA TEC service representative or sales agent.
- 2. To clear the %tare data before weighing a commodity, touch the %TARE key or Tare area. Displayed tare and "%" will be cleared. (This function cannot be used on the CA model.) SAVE key
- 3. After weighing a commodity and removing it together with the container, the %tare will be automatically cleared. "PREPACK"
- 4. Touching the [SAVE] key after entering the %tare retains the %tare data even after the commodity is removed from the platter. This function is useful when repeatedly weighing different commodities using the same container. In this state, "PREPACK" is displayed on the Tare area.
- 5. The %tare data should be entered in unit of 0.1%. Therefore, "100" should be entered for "10%". Acceptable %tare value is 0.0% to 99.9%, however, it must fall within a range of 0.000 lb to 2.000 lb (US model) or 0.000kg to 1.000 kg (CA model). Failure to do this results in an error.
- 6. The above NOTES 1 to 4 are the factory default functions. When you desire to change them, please contact the nearest TOSHIBA TEC service representative or sales agent.

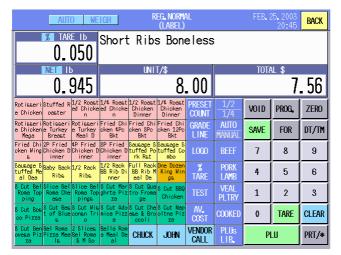
Preset %Tare Subtraction

Call the PLU. (e.g.: Short Ribs Boneless)

Example: Preset %tare is 5.0%

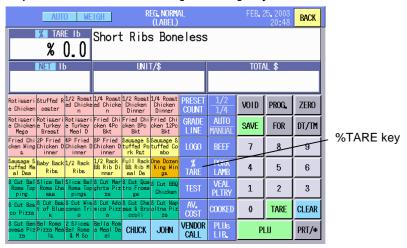


- 2. Place a commodity on the platter.
- 3. A label is issued (AUTO) or touch the [PRT/*] key (MANUAL).

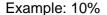




4. If you desire to change the preset %tare, touch the [%TARE] key.

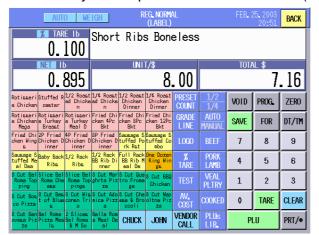


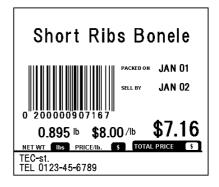
5. Input a new %tare and touch the [%TARE] key.





6. Place a commodity on the platter. A label is issued (AUTO) or touch the [PRT/*] key (MANUAL).



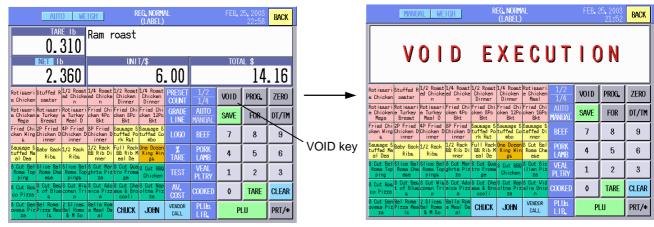


NOTE: With the initial settings, a %tare cannot be preset to a PLU. Therefore, even if a %tare is set to a PLU, the data will become invalid. When you desire to use this function, contact the nearest TOSHIBA TEC service representative or sales agent.

16.2.5 Void

In case of an erroneous entry, etc., you can delete the data just after it has been registered.

- 1. Place a commodity on the platter. A label is issued.
- 2. Touch the **[VOID]** key to delete this data. The data is deleted and "VOID EXECUTION" is displayed.



NOTE: The void operation is effective only after the data has been just entered. Calling another PLU or exiting from the REGISTRATION Mode disables the void operation.

16.2.6 Vendor Log-in

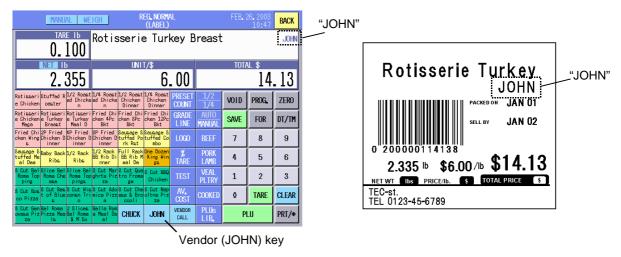
NOTE: This operation is also available in the Fix, By count, and Net Weight Statement operations.

- First, change the label issue method to the MANUAL. (See Section 16.1.3)
 In the AUTO mode, the vendor cannot be registered.
- 2. Enter the tare. (This is not necessary when the tare has been preset to the PLU.)
- 3. Call the PLU.
- 4. Enter the unit price and tare. (This is not necessary when they have been set to the PLU.)
- 5. Place a commodity on the platter.

6. Call the vendor name.

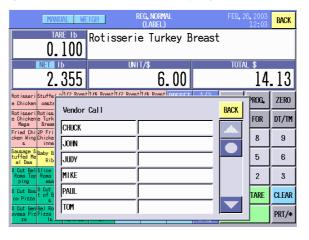
(1) When using the **[Vendor]** key (e.g.: John)

Touch the **[Vendor]** key to which "JOHN" is assigned. "JOHN" is displayed on the commodity name area and printed on the label.



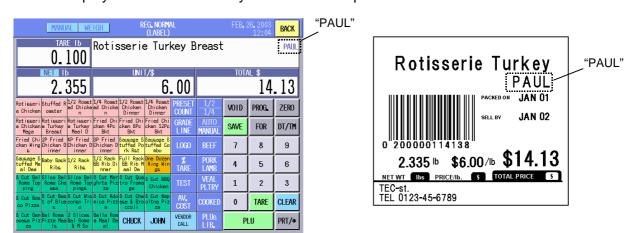
(2) When using the Vendor list

Touch the [Vendor Call] key, and the Vendor list is displayed.



Select the vendor from the list by touching its area. (e.g.: Paul)

"PAUL" is displayed on the commodity name area and printed on the label.



16.2.7 Unit Price Set and Change

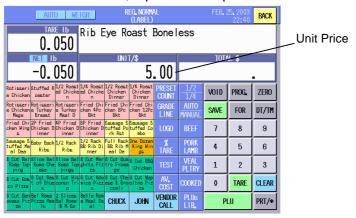
In case of the PLUs have no unit price data, it is possible to set a unit price in the Registration Mode. Also, the unit price that have been preset to the PLUs can be change.

NOTES:

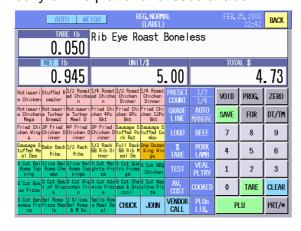
- 1. Changing the preset unit price is not allowed in the Registration Mode or Registration Rewrap mode with the initial settings. (Setting the unit price is OK.) When you desire to use this function, please contact the nearest TOSHIBA TEC service representative or sales agent.
- 2. Both unit price set and unit price change are available in the Registration Mark Down mode with the initial settings.

When the PLU has no unit price:

1. Enter the tare and call the PLU. And then, input the unit price with the numeric keys. (e.g. \$5.00)



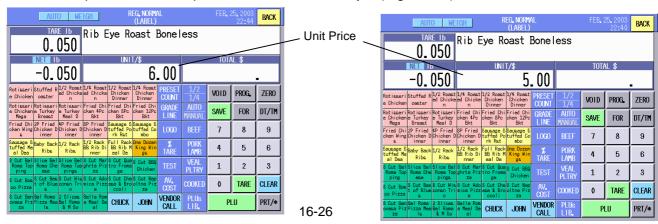
2. Place a commodity on the platter and issue a label.



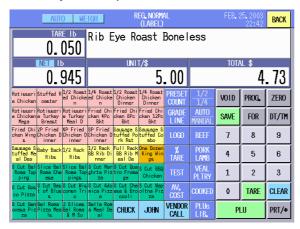


When changing the unit price preset to the PLU:

1. Enter the tare and call the PLU. (e.g. unit price = \$6.00)
And then Input the new unit price with the numeric keys. (e.g. \$5.00)



Place a commodity on the platter and issue a label.

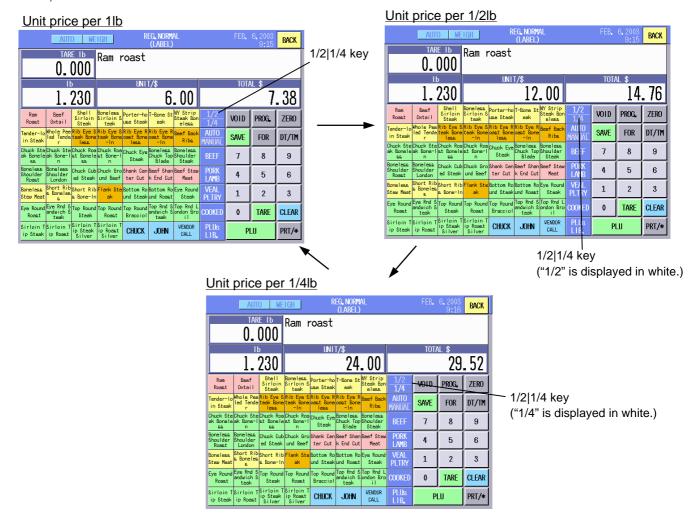




NOTE: When entering the unit price, the unit of weight for the unit price can be changed by using the [1/2|1/4] key or the [kg/100g] key. The screen appears first differs according to the PLU settings.

In case of a lb scale (US model)

Each time the [1/2|1/4] key is touched, the unit of weight for the unit price can be changed among 1lb, 1/2lb, and 1/4lb.



In case of a kg scale (CA model)

Each time the **[kg/100g]** key is touched, the unit of weight for the unit price can be changed between 1kg and 100g.

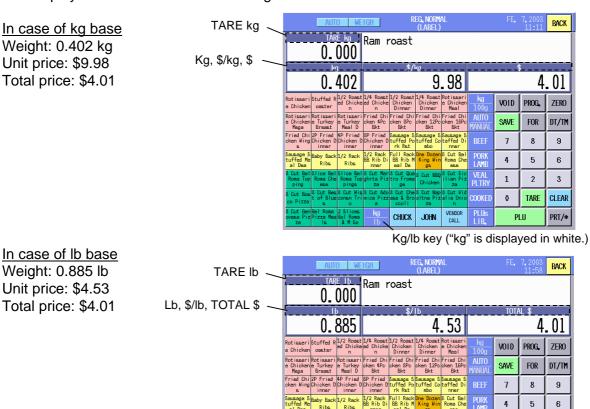


16.2.8 Changing the Unit of Weight (CA model only)

The unit of weight can be changed between kg and lb each time the **[kg/lb]** key is touched. Note that it cannot be changed after a PLU is called or when something is placed on the platter.

Example: Ram roast with the unit price of \$9.98/kg

The displays are different between the kg base to lb base as follows.



Kg/lb key ("lb" is displayed in white.)

CHUCK JOHN VENDOR PLUS

1

0 TARE CLEAR

2 3

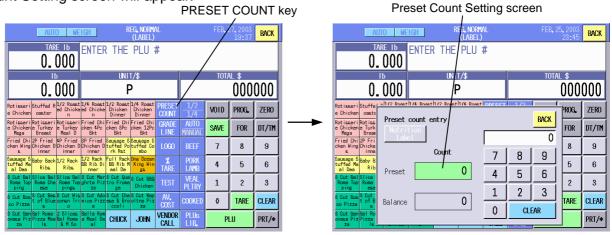
PRT/*

16.2.9 Label Issue Count Setting

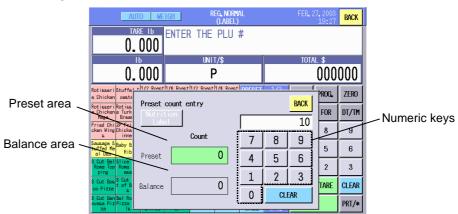
You can set the total number of labels to be issued with this menu.

NOTE: This function can be used in the Weigh and Fix operations.

 When the [PRESET COUNT] key of the Registration Mode initial screen is touched, the Preset Count Setting screen will appear.

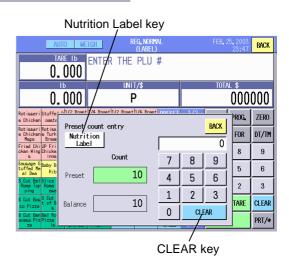


- 2. Input the number of labels to be issued (max. 99) with the numeric keys.
- 3. Touch the Preset area (green).



NOTES:

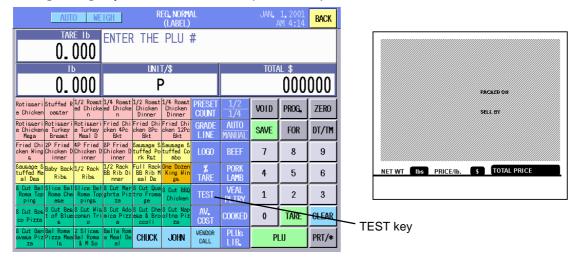
- 1. The entered number here will not be cleared by calling another PLU.
- 2. The remaining number of labels is displayed on the Balance area.
- 3. When the remaining number of labels becomes 0, the Preset Count Setting screen will automatically appear.
- 4. Touching the **[CLEAR]** key or **[0]** key clears both Preset and Balance areas.
- 5. The preset count is automatically cleared when the Registration Mode is terminated or the power is turned off.
- 6. Touching the **[Nutrition Label]** key allows you to set the number of nutrition facts labels.



16.2.10 Test Print

To check the printer status, such as print tone, missing dots, etc., you can make a test print.

Touch the **[TEST]** key, and one test label (slant lines) is issued.



NOTE: If the print sample is stained, refer to Section 11.1 and clean the print head. Regarding the print tone adjustment, refer to Section 15.2.

16.2.11 Speed Key Screen Change

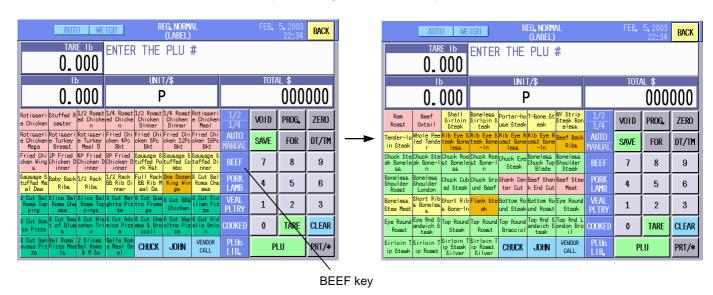
This scale can have up to 5 sheets of speed keys. When the **[PAGE]** keys have been assigned to the speed keys by the SFKC setting, you can call the desired speed key sheet by touching the corresponding page key.

It may be more efficient if the PLUs are classified and have been assigned to the speed keys on the same sheet, not at random. For details, refer to Section 14.13 SFKC Setting.

Example:

PLUs related to beef products have been assigned to page 1. And the key name of the PAGE 1 key has been changed to "BEEF"

You can call the PLUs related to beef by touching the [BEEF] key.



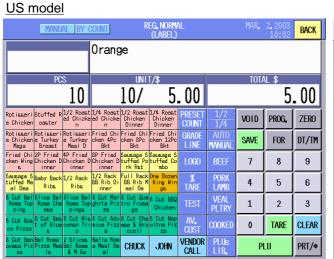
16.3 By-Count Operation

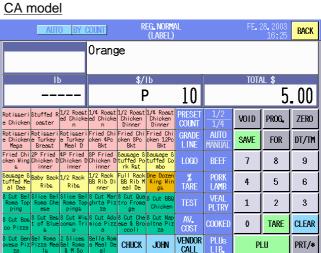
By-count operation is intended for the commodities that are sold by quantity or sold in a bundle. In this section, how to register such commodities and issue labels are described.

16.3.1 When Using the Quantity Preset to the PLU

NOTES:

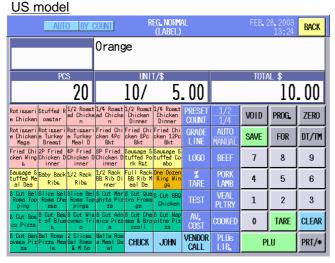
- 1. With the initial settings, the quantity preset to the PLU is effective.
- 2. The price and quantity should have been preset to the PLU. If either value is 0, the error message "Programmed data is incorrect." will appear when the PLU is called.
- 1. Call the PLU. (e.g.: Orange/\$5.00 per 10 pieces)

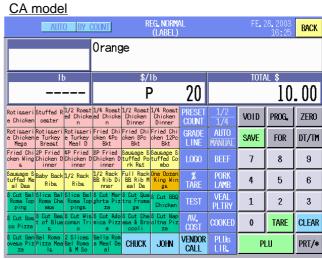




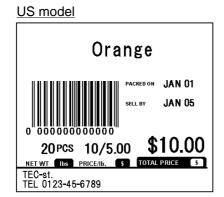
2. Input the selling quantity (max. 99). (This operation is not necessary when the selling quantity is equal to the preset quantity.)

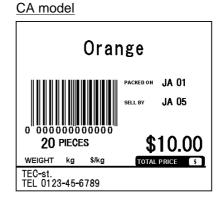
Example: 20





Touching the [PRT/*] key causes a label to be issued.





NOTES:

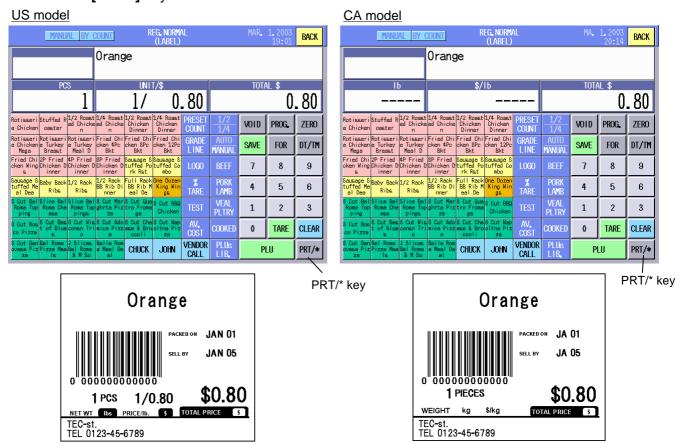
- 1. The [PRT/*] key must be touched to issue the first label even the label issue method is set to AUTO.
- 2. To continue to issue the same label, touch the [PRT/*] key repeatedly.
- 3. When performing the strip issue in the Auto mode, the next label is automatically issued by removing the printed label from the media outlet.
- 4. To change the quantity for the same PLU, touch the [CLEAR] key.
- 5. To call another PLU, touch the **[CLEAR]** key and **[PLU]** key. Then input the PLU No. and touch the **[PLU]** key.

16.3.2 Changing the Quantity and the Unit Price Preset to the PLU

With the initial settings, this function cannot be used. To use this function, contact the nearest TOSHIBA TEC service representative or sales agent.

No data is changed:

- 1. Call the PLU. (The quantity per price becomes 1.)
- 2. Touch the [PRT/*] key. A label is issued.

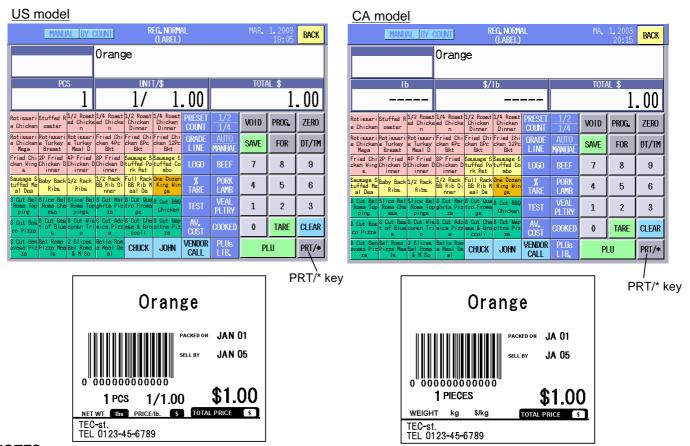


NOTES:

- 1. To continue to issue the same label, touch the [PRT/*] key repeatedly.
- 2. When performing the strip issue in the Auto mode, the next label is automatically issued by removing the printed label from the media outlet.
- 3. To call another PLU, touch the **[CLEAR]** key and **[PLU]** key. Then input the PLU No. and touch the **[PLU]** key.

Changing the Unit Price:

- 1. Call the PLU.
- 2 Input the unit price (\$0.00 to \$99.99). (e.g.: \$1.00)
- 3. Touch the [PRT/*] key. A label is issued.

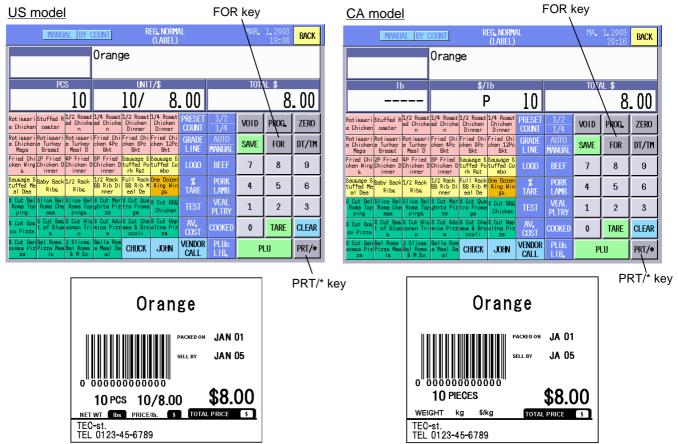


NOTES:

- 1. To continue to issue the same label, touch the [PRT/*] key repeatedly.
- 2. When performing the strip issue in the Auto mode, the next label is automatically issued by removing the printed label from the media outlet.
- 3. To call another PLU, touch the [CLEAR] key and [PLU] key. Then input the PLU No. and touch the [PLU] key.

Changing the Selling Quantity and Unit Price:

- 1. Call the PLU.
- 2. Input the selling quantity (max. 99) and touch the **[FOR]** key. (e.g.: 10)
- 3. Input the unit price (\$0.00 to \$99.99). (e.g.: \$8.00)
- 4. Touch the [PRT/*] key. A label is issued.



NOTES:

- 1. To continue to issue the same label, touch the [PRT/*] key repeatedly.
- 2. When performing the strip issue in the Auto mode, the next label is automatically issued by removing the printed label from the media outlet.
- 3. To change the quantity for the same PLU, touch the [CLEAR] key.
- 4. To call another PLU, touch the **[CLEAR]** key and **[PLU]** key. Then input the PLU No. and touch the **[PLU]** key.

Changing the Selling Quantity, Unit Price, and Quantity per Unit Price:

- 1. Call the PLU.
- 2. Input the selling quantity (max. 99) and touch the **[FOR]** key. (e.g.: 20)
- 3. Input the quantity per unit price (max. 99) and touch the [FOR] key. (e.g.: 10)
- 4. Input the unit price (\$0.00 to \$99.99). (e.g.: \$8.00)
- 5. Touch the [PRT/*] key. A label is issued.



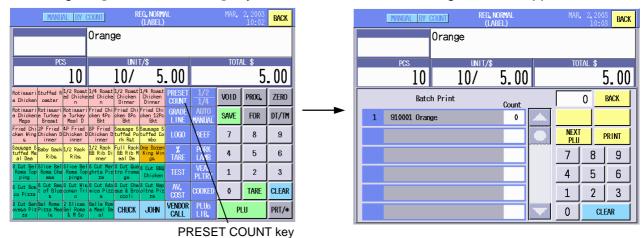
NOTES:

- 1. To continue to issue the same label, touch the [PRT/*] key repeatedly.
- 2. When performing the strip issue in the Auto mode, the next label is automatically issued by removing the printed label from the media outlet.
- 3. To change the quantity for the same PLU, touch the [CLEAR] key.
- 4. To call another PLU, touch the **[CLEAR]** key and **[PLU]** key. Then input the PLU No. and touch the **[PLU]** key.

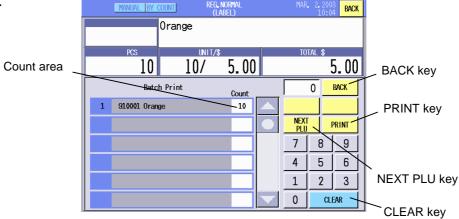
16.3.3 Batch Print Operation

You can print the specified number of labels for the specified PLUs continuously.

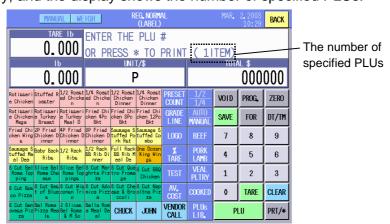
- 1. Call the PLU to be printed.
- 2. Touching the [PRESET COUNT] key causes the Batch Print Setting screen to appear.



3. Input the number of labels to be issued (max. 99), and touch the Count area on the right end of the specified PLU.



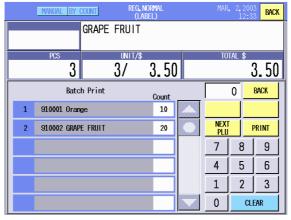
- NOTES:
- 1. To clear the entered number, touch the [CLEAR] key.
- 2. To cancel the called PLU, touch the **[BACK]** key. The display will return to the Registration Mode Initial screen.
- 4. To continue to specify the PLUs, go to Step 5. To print the labels, go to Step 7.
- 5. Touch the [NEXT PLU] key, and the display shows the number of specified PLUs.



NOTE: If the **[BACK]** key is touched on this screen and the Registration mode is terminated, the all specified data for the batch print operation will be cleared.

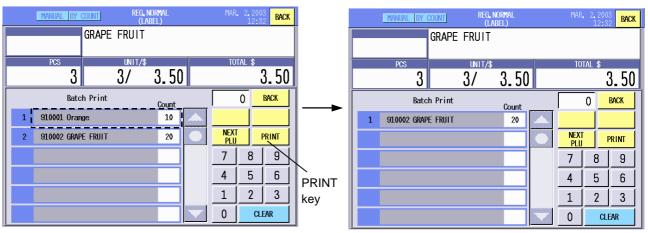
6. After calling the PLU, touch the **[PRESET COUNT]** key and input the number of labels to be

(Refer to Step 3.)

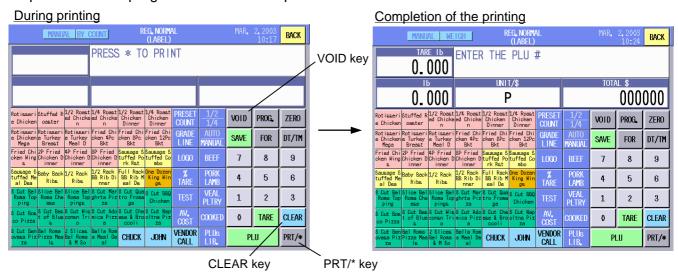


NOTES:

- 1. Repeating Steps 5 and 6 allows specifying up to 30 PLUs.
- 2. To cancel the specified PLU individually, input 0 and touch the Count area of that PLU. (e.g.: To delete PLU No. 910001, Orange) The cancelled PLU is deleted and list is shifted up.

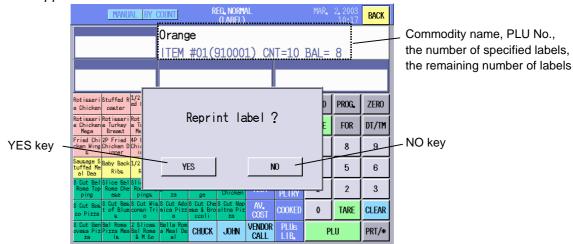


7. After specifying all of the PLU's and the number of labels to be issued, touch the **[PRINT]** key. The display will change to the Registration Mode initial screen, issue the 1st label (regardless of the AUTO/MANUAL Mode setting) and display "**PRESS** * **TO PRINT**". If Label Issue Mode is set to MANUAL, you must remove the printed label and press the **[PRT/*]** key to issue the next label. This process is repeated until all programmed labels are printed. If Label Issue Mode is set to AUTO, when the 1st label printed is removed the next label is automatically issued. This process is repeated until all programmed labels are printed.



NOTE:

To cancel the printing, touch the **[CLEAR]** key or **[VOID]** key. When one of these keys is touched, the following screen will appear.



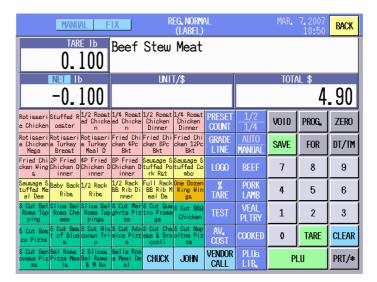
Touching the **[NO]** key causes the printing to be cancelled and the all specified data are cleared. To continue to print, touch the **[YES]** key.

On the Commodity Name area, the PLU under printing, the specified number of labels, and the remaining number of labels are displayed.

16.4 Fix Price Operation (US model only)

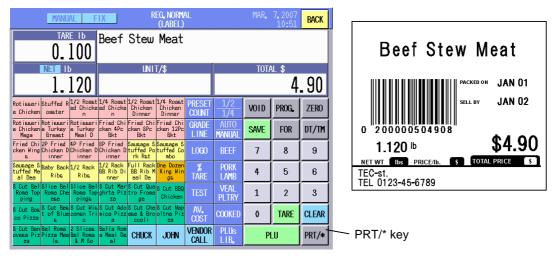
This operation is intended for the commodities which total prices are fixed.

1. Call the PLU.



- Set the tare. This is not necessary when a container is not used or when the tare is preset to the PLU. However, the preset tare function is not available with the initial settings. When you desire to use this function, please contact your nearest TOSHIBA TEC service representative or sales agent.
- 3. When the unit price has not been set to the PLU, enter the unit price. Note that the preset unit price cannot be changed with the initial settings. When you desire to make the preset unit price changeable, contact your nearest TOSHIBA TEC service representative or sales agent.

- 4. Place a commodity on the platter.
- Touch the [PRT/*] key, and a label is issued.
 A label is automatically issued when the label issue method is set to AUTO.



NOTE: The label issue method should be set to MANUAL when commodities are weighed and adjusted to a certain weight. This is because labels are automatically issued each time the commodity is weighed.

16.5 Issuing Net Weight Statement Label (US model only)

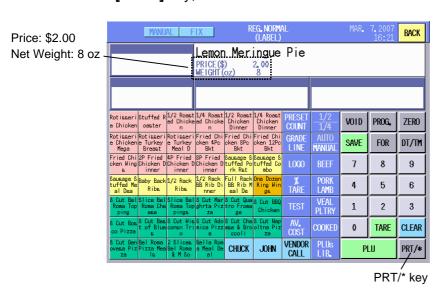
You can print the net weight on the labels.

This function can be used only in the Fix mode. Make sure that the PLU's scale mode has been set to the Fix mode.

Also, it is necessary to select the label format which accommodates the net weight statement. (Refer to Section 15.2 Label Format Setting.)

Using the unit price and weight preset to the PLU (unchangeable):

 Call the PLU. (e.g.: Pie) The price and net weight (unit: oz) are displayed under the commodity name. In this case, the selling quantity is "1" and unchangeable. Touch the [PRT/*] key, and a label is issued.





Changing the price and net weight preset to the PLU:

With the initial settings, this function cannot be used. When you desire to use it, please contact the nearest TOSHIBA TEC service representative or sales agent.

Call the PLU. (e.g.: Pie) The price is displayed on the Commodity name area.
 To change the price, input the new price (\$0.00 to 999.99) and touch the [FOR] key.
 To use the preset price, only touch the [FOR] key.

Example: \$2.50



2. The net weight is displayed on the Commodity name area.

To change the net weight, input the new weight (0 to 480 oz) and touch the **[FOR]** key. When the entered net weight exceeds 480 oz, the error message "Weight over" will appear.

To use the preset net weight, only touch the **[FOR]** key.

Example: 12 oz

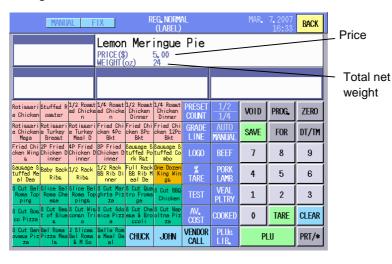


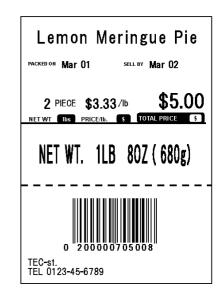
3. Input the selling quantity (max. 99) with the numeric keys, then touch the **[PRT/*]** key. When the selling quantity is 1, only touch the **[PRT/*]** key.

Example: 2



4. A net weight statement label is issued.





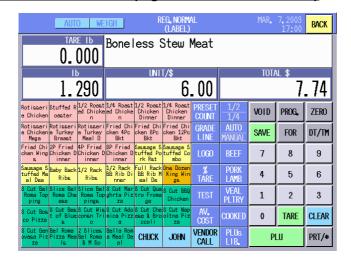
NOTES:

- 1. With the initial settings, the selling quantity and the price per lb are not printed. When you desire to use this function, please contact the nearest TOSHIBA TEC service representative or sales agent.
- 2. When the [PRT/*] key is touched on the following conditions, an error occurs.
 - Unit price x quantity is greater than the upper limit of the total price (\$999.99)
 - Weight x quantity is greater than the upper limit of the measurable range (30 lb = 480 oz)
- 3. The labels can be issued continuously by specifying the number of labels for each PLU in advance. For details, refer to Section 16.3.3 Batch Print Operation.

16.6 Sales Promotion

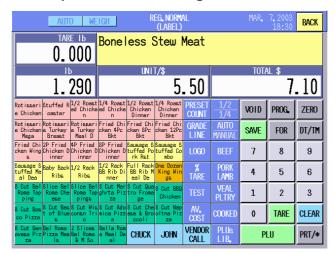
When a PLU is called during its sales promotion time range, the unit price is automatically changed as programmed in the Programming mode (Section 14.16, Promotion Setting) and the commodity name area is shown in yellow.

On the normal condition (e.g.: Boneless Stew Meat)





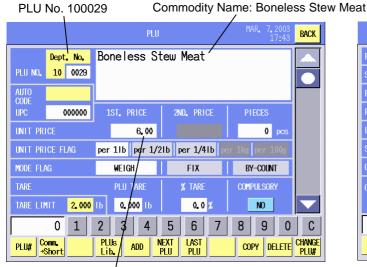
During the sales promotion time range:



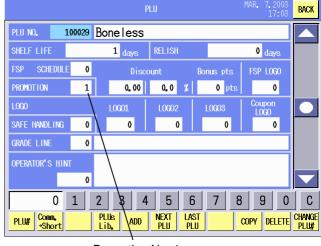


Condition of the promotion

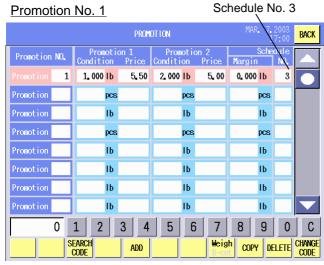
The sales promotion conditions of the above sample have been programmed as follows:



Normal unit price: \$6.00



Promotion No. 1



Conditions:

1.000 lb to 1.999 lb: \$5.50 2.000 lb or more: \$5.00 Schedule No. 3 is applied.

Schedule No. 3



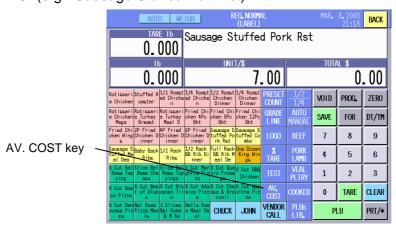
Conditions:

Every Friday in March 18:00 to 20:00

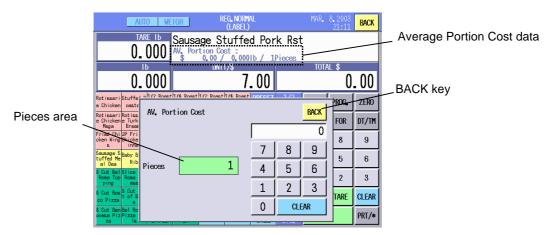
16.7 Average Portion Cost

During the weighing operation, it is possible to calculate the price per piece and print it on the label. To use this function, you should have set the PLU to the Weight mode and selected the label format which accommodates the average portion cost. For details, refer to Section 14.2 PLU Data Setting and Section 15.2 Label Format Setting.

1. Call the PLU. (e.g.: Sausage Stuffed Port Rst)

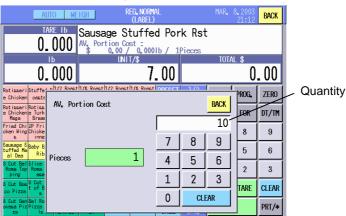


2. Touch the **[AV.COST]** key. The Average portion cost setting screen will appear. And the Average portion cost data are displayed under the commodity name.



3. Input the quantity contained in the commodity (max. 99) and touch the Pieces area.

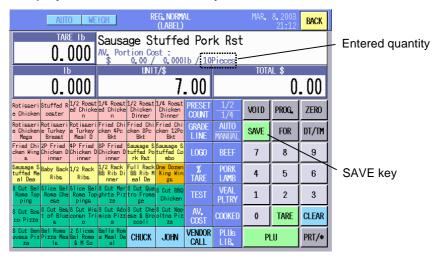




NOTES:

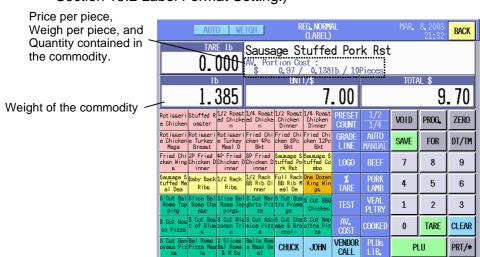
- 1. Touch the [BACK] key clears the Average portion cost setting screen.
- 2. Entering "0" into the Pieces area clears the entered average portion cost data.

The entered quantity is displayed under the commodity name.



NOTE: When the PLU data is retained by the **[SAVE]** key for the repeating operation, the average portion cost data is also retained. (Regarding the **[SAVE]** key function, refer to Section 16.2.3 Weighing Commodities and Issuing Labels.)

Place the commodity on the platter and issue a label.
 The price per piece and the weight per piece are displayed under the commodity name.
 These data are printed on the label if the label accommodates the average portion cost. (Refer to Section 15.2 Label Format Setting.)





NOTES:

- 1. The price per piece is displayed and printed only to the two decimal places, and the weight per piece is to the three decimal places.
- 2. With the initial settings, the average portion cost data is cleared by issuing the label or calling other PLU.

16.8 Operator's Hint

When the PLU to which the operator's hint has been assigned is called, the operator's hint will be displayed together with the called PLU's screen.



Touching the [BACK] key on the operator's hint screen causes the screen to disappear.

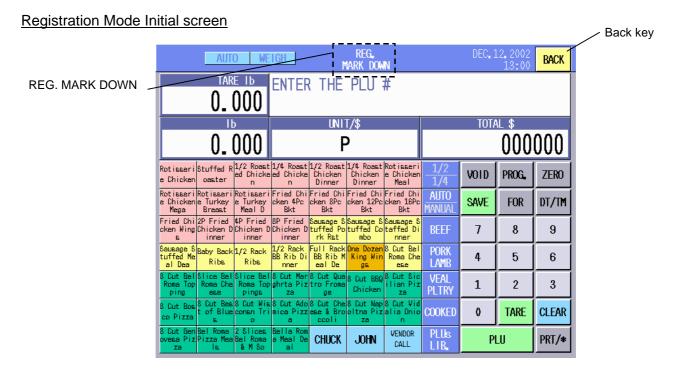
NOTE: Regarding the operator's hint setting, refer to Section 14.20.

17. REGISTRATION MARK DOWN MODE

The Registration Mark Down Mode is intended for the mark down on the usual prices of the commodities.

The transaction data in this mode will be accumulated separately from the Normal Registration Mode, and it can be printed out in the Report Mode.

When the **[REG. MARK DOWN]** key of the main menu is touched, the Registration mode initial screen will appear showing "REG. MARK DOWN" on top of the screen.



NOTES.

- 1. Operating procedures are same as those of the Registration Mode. Refer to Section 16.
- 2. The **[BACK]** key in this mode is used to cancel the Registration Mark Down mode and return to the main menu.
- 3. An "M" is marked on the labels printed in this mode.

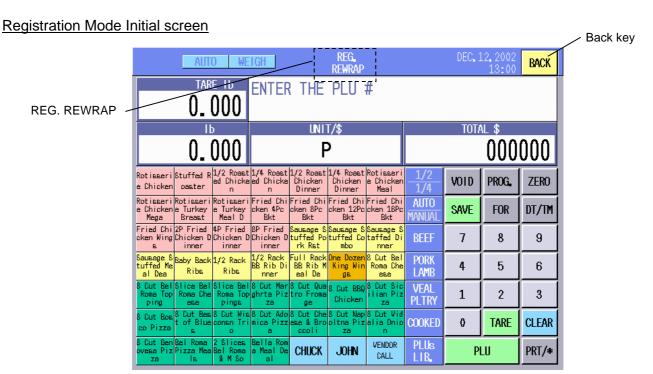


18. REGISTRATION REWRAP MODE

The Registration Rewrap Mode is intended to register the products that have been rewrapped for the reasons that the package was broken, got dirty, etc.

The transaction data in this mode will be accumulated separately from the Normal Registration Mode, and it can be printed out in the Report Mode.

When the **[REG. RERWAP]** key of the main menu is touched, the Registration mode initial screen will appear showing "REG. REWRAP" on top of the screen.



NOTES:

- 1. Operating procedures are same as those of the Registration Mode. Refer to Section 16.
- 2. The **[BACK]** key in this mode is used to cancel the Registration Rewrap mode and return to the main menu.
- 3. An "R" is marked on the labels printed in this mode.



19. REPORT/RESET MODE

In the Report (Read) Mode, you can issue programmed data on journal paper and total data registered in REG/REWRAP/MARK DOWN Mode on journal paper or screen.

In the Master/Satellite System, registered total data can be uploaded from the Satellite Scale to the Master Scale.

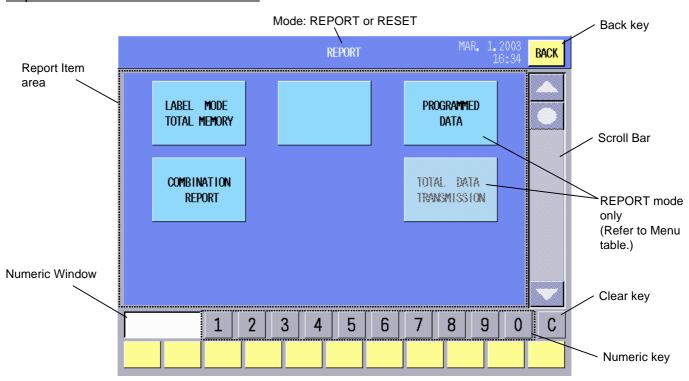
In the Reset Mode, you can print total data registered in REG/REWRAP/MARK DOWN Mode on journal paper and reset it. Also you can display registered total data on the screen, which will not be reset.

How to enter the Report/Reset Mode Main Menu

[MAIN MENU] → [REPORT] or [RESET]

The following Report/Reset Mode Main Menu screen will appear when the **[REPORT]** or **[RESET]** key of the main menu is touched.

Report/Reset Mode Main Menu screen



The following keys will be used through the Report Mode. As many other keys appear on the screens hereinafter, refer to the following sections.

Key Functions

Key	Function
BACK	Used to return to the Main menu.
0 - 9	Used to input numeric data. The input number is displayed on the Numeric window on
	the left side of the [1] key.
С	Used to clear the input numeric data.
$\blacktriangle \bullet \blacktriangledown$	Used to scroll the screen.

Menu

Report Title	Section	Report Sub Title	Mode	Stand Alone	Master	Satellite	Journal	Screen
LABEL MODE	19.1	GRAND TOTAL	REPORT	0	0	Х	0	0
TOTAL MEMORY		PLU TOTAL	RESET					
		DEPT. TOTAL						
		HOURLY TOTAL						
		100' HOURLY TOTAL						
		VENDOR TOTAL						
PROGRAMMED	19.2	PLU PROGRAMMED DATA	REPORT	0	0	0	0	Х
DATA		COMMODITY DESCRIPTION						
		DEPARTMENT NAME						
		INGREDIENT						
		NUTRITION						
		RECIPE						
		GRADE LINE						
		STORE NAME/ADDRESS						
		MESSAGE						
		SCROLLING MESSAGE LINK						
		VENDOR NAME						
		PROMOTION/TIME SCHEDULE						
		COMBINATION REPORT						
COMBINATION	19.3		REPORT	0	0	Х	0	Х
REPORT			RESET					
TOTAL DATA TRANSMISSION	19.4		REPORT		Х	0		

NOTES: 1. LABEL MODE TOTAL MEMORY report can be displayed on the screen in RESET mode, however, the total memory will not be reset. The total memory should be printed on the journal paper to be reset.

2. TOTAL DATA TRANSMISSION report is available in the satellite scale only.

19.1 Label Mode Total Memory Report/Reset

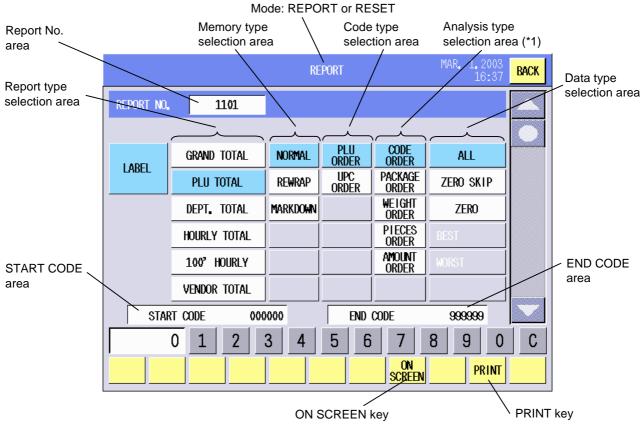
In this mode, you can display total data registered in REG/REWRAP/MARK DOWN mode on the screen and print it out on the journal paper. The registered total data can be arranged depending on 6 types of report formats; GRAND TOTAL, PLU TOTAL, DEPARTMENT TOTAL, HOURLY TOTAL, 100' HOURLY TOTAL, and VENDOR TOTAL.

How to enter the Label Mode Total Memory Main Menu

[MAIN MENU] → [REPORT] or [RESET] → [LABEL MODE TOTAL MEMORY]

The following Label Mode Total Memory Main Menu screen will appear when the **[LABEL MODE TOTAL MEMORY]** key of the Report/Reset Mode Main Menu is touched.

Label Mode Total Memory Main Menu screen



*1: When VENDOR TOTAL is selected, the [CODE ORDER], [CUSTOM ORDER], [ITEM ORDER], and [AMOUNT ORDER] keys are available.

Key Functions

Key	Function
GRAND TOTAL	Used to issue a Grand Total Report and to reset the Grand Total memory data.
PLU TOTAL	Used to issue a Total Report of individual PLU and to reset the PLU Total memory data.
DEPT. TOTAL	Used to issue a Total Report of individual department and to reset the Department Total memory data.
HOURLY TOTAL	Used to issue an Hourly Total Report and to reset the Hourly Total memory data.
100' HOURLY	Used to issue a Total Report of the first 100 items which were registered just after the previous Reset. Also used to reset the total memory data.

Key Functions (continued)

Key Functions (cont Key	Function
VENDOR TOTAL	Used to issue a Total Report of individual vendor and to reset the Vendor Total
	memory data.
NORMAL	Used to select the total memory registered in Registration mode.
REWRAP	Used to select the total memory registered in REWRAP mode.
MARKDOWN	Used to select the total memory registered in MARK DOWN mode.
PLU ORDER	In Code type selection, this key is used to output the total memory data in accordance with the PLU Number. (PLU TOTAL only)
UPC ORDER	In Code type selection, this key is used to output the total memory data in accordance with the UPC Number. (PLU TOTAL only)
CODE ORDER	In Analysis type selection, this key is used to output the total memory data in accordance with the Code Number.
PACKAGE ORDER	In Analysis type selection, this key is used to output the total memory data in accordance with the quantity of the package.
WEIGHT ORDER	In Analysis type selection, this key is used to output the total memory data in accordance with weight.
PIECES ORDER	In Analysis type selection, this key is used to output the total memory data in accordance with pieces.
AMOUNT ORDER	In Analysis type selection, this key is used to output the total memory data in accordance with amount.
CUSTOM ORDER	In Analysis type selection, this key is used to output the total memory data in accordance with the number of customers whom the vendor processed. (VENDOR TOTAL only)
ITEM ORDER	In Analysis type selection, this key is used to output the total memory data in accordance with the Number of packages whom the vendor processed. (VENDOR TOTAL only)
ALL	In Data type selection, this key is used to output all the total memory data. (This key is available only when "CODE ORDER" was selected as the analysis type.)
ZERO SKIP	In Data type selection, this key is used to output the total memory data except for the data to which nothing was registered in each mode. (This key is available only when "CODE ORDER" was selected as the analysis type.)
ZERO	In Data type selection, this key is used to output only the total memory data to which nothing was registered in each mode. (This key is available only when "CODE ORDER" was selected as the analysis type.)
BEST	In Data type selection, this key is used to output the top of the total memory data in descending order which was registered in each mode. Ex.) To specify the output area "Best 10", enter 10 with the numeric keys and then touch this key. (This key is available when a key except for "CODE ORDER" was selected as the analysis type.)
WORST	In Data type selection, this key is used to output the bottom of the total memory data in ascending order which was registered in each mode. Ex.) To specify the output area "Worst 10", enter 10 with the numeric keys and then touch this key. (This key is available when a key except for "CODE ORDER" was selected as the analysis type.)

NOTE: Available keys differ depending on the report format type.

Procedure

Item	Procedure
GRAND TOTAL	 When using the Report No. 1. Input the Report No. (max. 4 digits) with the numeric keys, and then touch the Report No. area. NOTE: For the Report No., refer to the Table in Section 14.11. 2. To display the report on the screen, touch the [ON SCREEN] key. To print the report on the journal paper, touch the [PRINT] key. When selecting the total type on the screen 1. Touch the [GRAND TOTAL] key. 2. Memory type selection
PLU TOTAL	When using the Report No. 1. Input the Report No. (max. 4 digits) with the numeric keys, and then touch the Report No. area. **NOTE:** For the Report No., refer to the Table in Section 14.11. 2. (When specifying the code area) Input the Start Code (max. 6 digits) and touch the START CODE area. Then input the End Code (max. 6 digits) and touch the END CODE area. 3. To display the report on the screen, touch the [ON SCREEN] key. To print the report on the journal paper, touch the [PRINT] key. When selecting the total type on the screen 1. Touch the [PLU TOTAL] key. 2. Memory type selection Touch the [NORMAL], [REWRAP], or [MARKDOWN] key. 3. Code type selection Touch the [PLU ORDER] or [UPC ORDER] key. 4. Analysis type selection Touch the [CODE ORDER], [PACKAGE ORDER], [WEIGHT ORDER], [PIECES ORDER], or [AMOUNT ORDER] key. 5. Data type selection Touch the [ALL], [ZERO SKIP], [ZERO], [BEST] or [WORST] key. **NOTE:* As an example, to specify the output area "Best 10" or "Worst 10", enter 10 with the numeric keys and then touch the [BEST] or [WORST] key, respectively. 6. (When specifying the code area) Input the Start Code (max. 6 digits) and touch the START CODE area. Then input the End Code (max. 6 digits) and touch the END CODE area. 7. To display the report on the screen, touch the [PRINT] key.

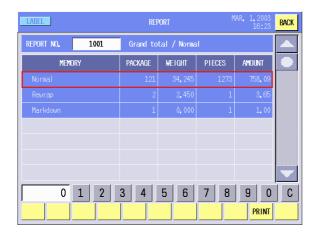
Procedure (continued)

Item	Procedure
DEPT. TOTAL	When using the Report No. 1. Input the Report No. (max. 4 digits) with the numeric keys, and then touch the Report No. area. **NOTE:** For the Report No., refer to the Table in Section 14.11. 2. (When specifying the code area) Input the Start Code (max. 2 digits) and touch the START CODE area. Then input the End Code (max. 2 digits) and touch the END CODE area. 3. To display the report on the screen, touch the [ON SCREEN] key. To print the report on the journal paper, touch the [PRINT] key. When selecting the total type on the screen 1. Touch the [DEPT. TOTAL] key. 2. Memory type selection Touch the [NORMAL], [REWRAP], or [MARKDOWN] key. 3. Analysis type selection Touch the [CODE ORDER], [PACKAGE ORDER], [WEIGHT ORDER], [PIECES ORDER], or [AMOUNT ORDER] key. 4. Data type selection Touch the [ALL], [ZERO SKIP], [ZERO], [BEST] or [WORST] key. **NOTE:** As an example, to specify the output area "Best 10" or "Worst 10",
HOURLY TOTAL	 When using the Report No. 1. Input the Report No. (max. 4 digits) with the numeric keys, and then touch the Report No. area. NOTE: For the Report No., refer to the Table in Section 14.11. 2. To display the report on the screen, touch the [ON SCREEN] key. To print the report on the journal paper, touch the [PRINT] key. When selecting the total type on the screen 1. Touch the [HOURLY TOTAL] key. 2. Memory type selection
100' HOURLY TOTAL	 When using the Report No. 1. Touch the [100' HOURLY] key or input the Report No. (max. 4 digits) with the numeric keys then touch the Report No. area. NOTE: For the Report No., refer to the Table in Section 14.11. 2. To display the report on the screen, touch the [ON SCREEN] key. To print the report on the journal paper, touch the [PRINT] key. 3. (After you touch the [ON SCREEN] key) Enter the desired PLU No. with the numeric keys, and then touch the PLU No. area.

Procedure (continued)

the Report No. area. NOTE: For the Report No., refer to the Table in Section 14.11. 2. (When specifying the code area) Input the Start Code (max. 2 digits) and touch the START CODE area. Then input the End Code (max. 2 digits) and touch the END CODE area. 3. To display the report on the screen, touch the [ON SCREEN] key.	Item	Procedure
When selecting the total type on the screen 1. Touch the [VENDOR TOTAL] key. 2. Memory type selection Touch the [NORMAL], [REWRAP], or [MARKDOWN] key. 3. Analysis type selection Touch the [CODE ORDER], [CUSTOM ORDER], [ITEM ORDER], or [AMOUNT ORDER] key. 4. Data type selection Touch the [ALL], [ZERO SKIP], [ZERO], [BEST] or [WORST] key. NOTE: As an example, to specify the output area "Best 10" or "Worst 10", enter 10 with the numeric keys and then touch the [BEST] or [WORST] key, respectively. 5. (When specifying the code area) Input the Start Code (max. 2 digits) and touch the START CODE area. Then input the End Code (max. 2 digits) and touch the END CODE area. 6. To display the report on the screen, touch the [ON SCREEN] key.		 When using the Report No. (max. 4 digits) with the numeric keys, and then touch the Report No. area. NOTE: For the Report No., refer to the Table in Section 14.11. 2. (When specifying the code area) Input the Start Code (max. 2 digits) and touch the START CODE area. Then input the End Code (max. 2 digits) and touch the END CODE area. 3. To display the report on the screen, touch the [ON SCREEN] key. To print the report on the journal paper, touch the [PRINT] key. When selecting the total type on the screen 1. Touch the [VENDOR TOTAL] key. 2. Memory type selection Touch the [NORMAL], [REWRAP], or [MARKDOWN] key. 3. Analysis type selection Touch the [CODE ORDER], [CUSTOM ORDER], [ITEM ORDER], or [AMOUNT ORDER] key. 4. Data type selection Touch the [ALL], [ZERO SKIP], [ZERO], [BEST] or [WORST] key. NOTE: As an example, to specify the output area "Best 10" or "Worst 10", enter 10 with the numeric keys and then touch the [BEST] or [WORST] key, respectively. 5. (When specifying the code area) Input the Start Code (max. 2 digits) and touch the START CODE area. Then input the End Code (max. 2 digits) and touch the END CODE area.

GRAND TOTAL screen



PLU TOTAL screen



DEPT. TOTAL screen



HOURLY TOTAL screen



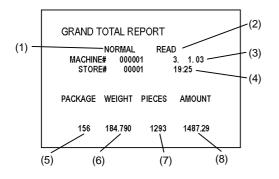
100' HOURLY TOTAL screen



VENDOR TOTAL screen

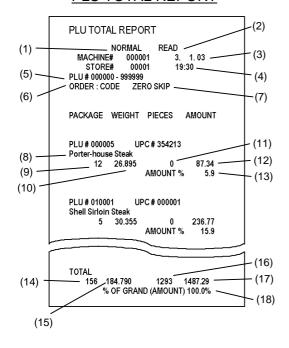


GRAND TOTAL REPORT



- (1) Memory type
 - NORMAL (REG)
 - REWRAP
 - MARK DOWN
- (2) Mode
 - READ (REPORT)
 - RESET
- (3) Date
- (4) Time
- (5) Quantity of grand total package
- (6) Grand total weight
- (7) Grand total pieces
- (8) Grand total amount

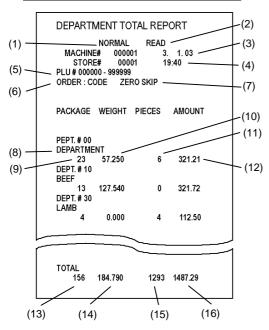
PLU TOTAL REPORT



- (1) Memory type
 - NORMAL (REG)
 - REWRAP
 - MARK DOWN
- (2) Mode
 - READ (REPORT)
 - RESET
- (3) Date (4) Time
- (5) Code type
- and Start/End code
- (6) Analysis type

- (7) Data type
- (8) Commodity name
- (9) Quantity of package
- (10) Weight
- (11) Pieces
- (12) Amount
- (13) Amount rate for grand amount
- (14) Quantity of total package
- (15) Total weight
- (16) Total pieces
- (17) Grand amount
- (18) Grand amount rate

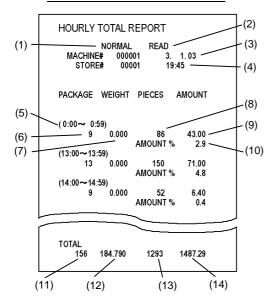
DEPARTMENT TOTAL REPORT



- (1) Memory type
 - NORMAL (REG)
 - REWRAP
 - MARK DOWN
- (2) Mode
 - READ (REPORT)
 - RESET
- (3) Date
- (4) Time
- (5) Code type
 - and Start/End code

- (6) Analysis type
- (7) Data type
- (8) Department name
- (9) Quantity of package
- (10) Weight
- (11) Pieces
- (12) Amount
- (13) Quantity of total package
- (14) Total weight
- (15) Total pieces
- (16) Total amount

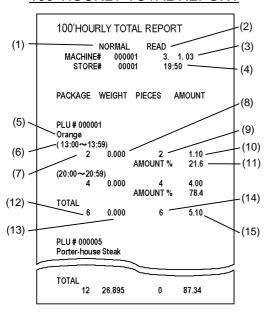
HOURLY TOTAL REPORT



- (1) Memory type
 - NORMAL (REG)
 - REWRAP
 - MARK DOWN
- (2) Mode
 - READ (REPORT)
 - RESET
- (3) Date
- (4) Time
- (5) Hourly range

- (6) Quantity of package
- (7) Weight
- (8) Pieces
- (9) Amount
- (10) Amount rate for total amount
- (11) Quantity of total package
- (12) Total weight
- (13) Total pieces
- (14) Total amount

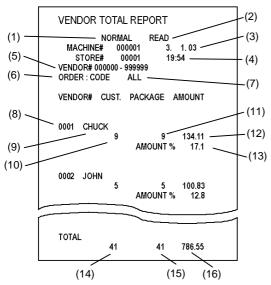
100' HOURLY TOTAL REPORT



- (1) Memory type
 - NORMAL (REG)
 - REWRAP
 - MARK DOWN
- (2) Mode
 - READ (REPORT)
 - RESET
- (3) Date
- (4) Time
- (5) Commodity name

- (6) Hourly range
- (7) Quantity of package
- (8) Weight
- (9) Pieces
- (10) Amount
- (11) Amount rate for total amount
- (12) Quantity of total package
- (13) Total weight
- (14) Total pieces
- (15) Total amount

VENDOR TOTAL REPORT



- (1) Memory type
 - NORMAL (REG)
 - REWRAP
 - MARK DOWN
- (2) Mode
 - READ (REPORT)
 - RESET
- (3) Date
- (4) Time
- (5) Code type and Start/End code
- (6) Analysis type

- (7) Data type
- (8) Vendor No.
- (9) Vendor name
- (10) Number of customers processed by the vendor
- (11) Quantity of package
- (12) Amount
- (13) Amount rate for total amount
- (14) Total Number of customers processed
- (15) Quantity of total package
- (16) Total amount

Total Memory Addition Table

Explanation of symbols

+1: Add 1

+W: Add weight data +A: Add amount (price) data +P: Add pieces data

-V: Subtract last data

-C: Subtract appointed

LABEL MODE OPERATION TOTAL MEMORY			WEIGH LABEL (REG. MODE)	FIX LABEL (REG. MODE)	NET WT. LABEL (REG. MODE)	BY-COUNT LABEL (REG. MODE)	VOID (REG. MODE)	WEIGH LABEL (REWRAP MODE)	FIX LABEL (REWRAP MODE)	NET WT. LABEL (REWRAP MODE)	BY-COUNT LABEL (REWRAP MODE)	VOID (REWRAP MODE)	WEIGH LABEL MARKDOWN MODE)	FIX LABEL MARKDOWN MODE)	NET WT. LABEL MARKDOWN MODE)	BY-COUNT LABEL MARKDOWN MODE)	VOID (MARKDOWN MODE)	
			PACKAGE	+1	+1	+1	+1	-V						2	2	2		_ ≥
		NORMAL	WEIGHT	+W	+W			-V										
		OR	PIECES			+P	+P	-V										
	_AL		AMOUNT	+A	+A	+A	+A	-V	. 4	. 4	. 4	.4						
	101	₹	PACKAGE WEIGHT						+1 +W	+1 +W	+1	+1	-V -V					
	Q	REWRAP	PIECES								+P	+P	-V					
	GRAND TOTAL		AMOUNT						+A	+A	+A	+A	-V					
	9	MARKDOWN	PACKAGE WEIGHT											+1 +W	+1 +W	+1	+1	-V -V
		ZK DC	PIECES											+٧٧	+٧٧	+P	+P	-V -V
		MAF	AMOUNT											+A	+A	+A	+A	-V
		AL	PACKAGE	+1	+1	+1	+1	-V										
	٦	NORMAL	WEIGHT PIECES	+W	+W	+P	+P	-V										
	ЭТА	2	AMOUNT	+A	+A	+P +A	+P +A	-V										
	DEPARTMENT TOTAL	ی	PACKAGE	.,,	.,,	.,,	.,,		+1	+1	+1	+1	-V					
	EN_	REWRAP	WEIGHT						+W	+W			-V					
	κτM	ΥË	PIECES						. ^	. ^	+P	+P	-V					
	PAF		AMOUNT PACKAGE						+A	+A	+A	+A	- V	+1	+1	+1	+1	-V
	DE	MOC	WEIGHT											+W	+W			-V
		MARKDOWN	PIECES													+P	+P	-V
			AMOUNT PACKAGE	+1	+1	+1	+1	-V						+A	+A	+A	+A	-V
		MAL	WEIGHT	+W	+W	+1	+1	-V										
		NORMAL	PIECES			+P	+P	-V										
l l	٦		AMOUNT	+A	+A	+A	+A	-V										
LABEL MODE	PLU TOTAI	REWRAP	PACKAGE WEIGHT						+1 +W	+1 +W	+1	+1	-V -V					
Σ	JΤC	W	PIECES						+vv	+vv	+P	+P	-V					
BE	PLI	R.	AMOUNT						+A	+A	+A	+A	-V					
۲		N N	PACKAGE											+1	+1	+1	+1	-V -V
		MARKDOWN	WEIGHT											+W	+W	+P	+P	-V -V
		MAR	AMOUNT											+A	+A	+A	+A	-V
		٩L	PACKAGE	+1	+1	+1	+1	-V										
		NORMAL	WEIGHT	+W	+W			-V										
	Ļ	<u>Q</u>	PIECES AMOUNT	+A	+A	+P +A	+P +A	-V										
	ОТ	Δ.	PACKAGE	.,,		.,,		•	+1	+1	+1	+1	-V					
	ΥT	Ϋ́	WEIGHT						+W	+W			-V					
	HOURLY TOTAL	REWRAP	PIECES AMOUNT						+A	. ^	+P +A	+P +A	-V -V					
	НОГ	z	PACKAGE						+A	+A	+A	+A	- v	+1	+1	+1	+1	-V
		MARKDOW	WEIGHT											+W	+W			-V
		ARK	PIECES													+P	+P	-V
			AMOUNT PACKAGE	+1	+1	+1	+1	-V						+A	+A	+A	+A	-V
	100' HOURLY	NORMAL	WEIGHT	+W	+W	71	71	-V										
	10 OU	OR	PIECES			+P	+P	-V										
	I		AMOUNT	+A	+A	+A	+A	-V										igsquare
		NORMAL	CUSTOM ITEM	+1	+1 +1	+1	+1 +1	-V										
	TAL	NOR	AMOUNT	+1 +A	+1 +A	+A	+1 +A	-V										
	.O_		CUSTOM						+1	+1	+1	+1	-V					
	VENDOR TOTAL	REWRAP	ITEM						+1	+1	+1	+1	-V					
	QN.		AMOUNT CUSTOM						+A	+A	+A	+A	-V	+1	+1	+1	+1	-V
	VE	DOWN	ITEM											+1	+1	+1	+1	-V
1 1			AMOUNT											+A	+A	+A	+A	-V

Total Memory Reset Table

Explanation of symbols

- R: Reset memory (In case of PLU or vendor total, reset memory of appointed PLU or vendor.)
- S: Subtract data of appointed PLU from grand total and department total.

		LAI OP	BEL MODE ERATION	GRAND TOTAL (NORMAL)	GRAND TOTAL (REWRAP)	GRAND TOTAL	(MARKDOWN)	DEPT. TOTAL (NORMAL)	DEPT. TOTAL	(REWRAP)	DEPT. TOTAL	(MARKDOWN)	PLU TOTAL (NORMAL)	PLU TOTAL (REWRAP)	\ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	PLU IUIAL (MARKDOWN)	HOURLY TOTAL	(INORINIAL)	(REWRAP)	HOURLY TOTAL	(MARKDOWN)	100' HOURLY	TOTAL	VENDOR TOTAL	(NORMAL)	VENDOR TOTAL (REWRAP)	VENDOR TOTAL	(MARKDOWN)
тс	TAL	ME	MORY	GR/	GR/	GR/	M)	DE ()	DE	R)	DE	Ø.	ፈ €	<u> </u>	- -	Z Ø	NOH *		E (F)		(MA	100		VEN	٤	VEN (F	VEN	∑
		_	PACKAGE	R									S		t			T										
		NORMAL	WEIGHT	R									S		Ţ													
	١.	Š	PIECES AMOUNT	R R		+							S S		+			+							4			_
	ΤĀΓ		PACKAGE	K	R	+						-	3	S	+			+		H	-				+			
	유	ΙΨ	WEIGHT		R									S	t			+							7			
	2	ĔΥ	PIECES		R									S	Ī													
	GRAND TOTAL	MARKDOWN REWRAP	AMOUNT		R	╄.	_							S	1	_		4										
	-	ð	PACKAGE WEIGHT				۲ ۲					-			+	S	-	+		-					-		-	_
		꾶	PIECES				`								t	S		+										
		Ž	AMOUNT				₹								Ī	S		1										
		ΑF	PACKAGE			-		R					S		1			4										
	_	NORMAL	WEIGHT PIECES			-		R R				-	S		+			+							_			
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19.2 Programmed Data Report

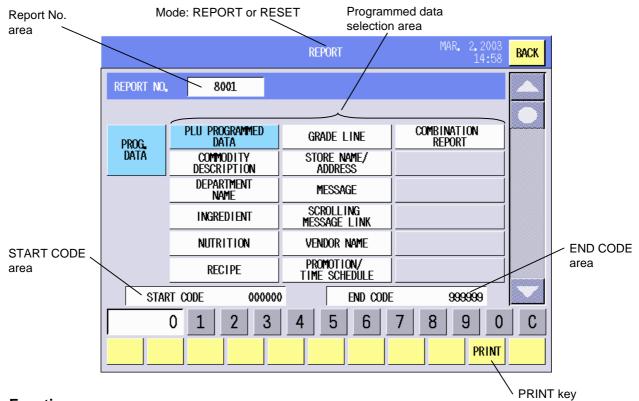
You can print out main programmed data on the journal paper. This operation can be performed in REPORT mode only.

How to enter the Programmed Data Main Menu

[MAIN MENU] → [REPORT] → [PROGRAMMED DATA]

The following Programmed Data Main Menu screen will appear when the **[PROGRAMMED DATA]** key of the Report/Reset Mode Main Menu is touched.

Programmed Data Main Menu screen



Key Functions

Key	Function
PLU PROGRAMMED DATA	Used to output programmed data of PLU.
COMMODITY DESCRIPTION	Used to output the PLU No. and the Commodity Name allocated to
	a PLU.
DEPARTMENT NAME	Used to output the Department No. and the Department Name.
INGREDIENT	Used to output the Ingredient No. and its description.
NUTRITION	Used to output the Nutrition No. and its description.
RECIPE	Used to output the Recipe No. and its description.
GRADE LINE	Used to output the Grade Line No. and its description.
STORE NAME/ADDRESS	Used to output the Store Name/Address No. and its description.
MESSAGE	Used to output the Message No. and its description.
SCROLLING MESSAGE LINK	Used to output the Scrolling Message No. and its description.
VENDOR NAME	Used to output the Vendor Name No. and its description.
PROMOTION/	Used to output the Promotion/Time Schedule No. and its
TIME SCHEDULE	description.
COMBINATION REPORT	Used to output the Combination Report No. and its description.

Procedure

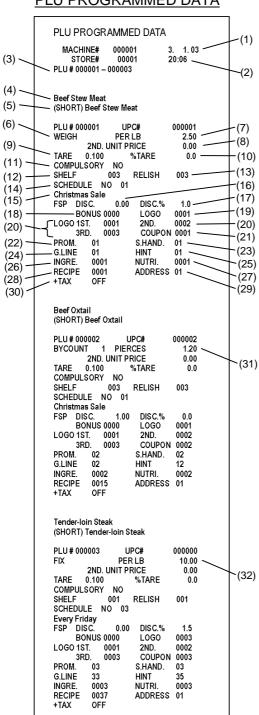
Procedure

- 1. Touch a key of desired programmed data or input the Report No. (max. 4 digits) with the numeric keys, then touch the Report No. area.
 - **NOTE:** For the Report No., refer to the Table in Section 14.11.
- 2. (Except for the Scrolling Message Link and the Combination Report)

 To specify the code area, input the Start Code (max. 6 digits) and touch the START CODE area.

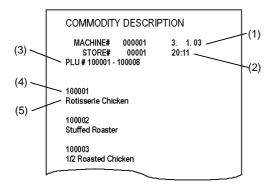
 Then input the End Code (max. 6 digits) and touch the END CODE area.
- 3. Touch the **[PRINT]** key to print the report on the journal paper.

PLU PROGRAMMED DATA



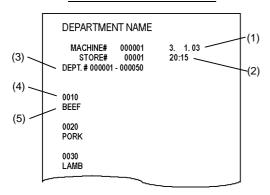
- (1) Date
- (2) Time
- (3) PLU No. Start/End code
- (4) Commodity name
- (5) Commodity name (Short)
- (6) Mode flag
- (7) 1st Unit Price (Weigh mode)
- (8) 2nd Unit Price (unused)
- (9) Tare weight
- (10) % tare
- (11) Compulsory tare subtraction
- (12) Shelf life (days)
- (13) Relish (days)
- (14) Frequent shopper schedule No.
- (15) Frequent shopper schedule title
- (16) Frequent shopper discount price
- (17) Frequent shopper discount %
- (18) Frequent shopper bonus logo
- (19) Frequent shopper LOGO No.
- (20) PLU LOGO No. (1st to 3rd)
- (21) Coupon LOGO No.
- (22) Promotion No.
- (23) Safe handling instructions No.
- (24) Grade line No.
- (25) Operator's hint No.
- (26) Ingredient No.
- (27) Nutrition No.
- (28) Recipe No.
- (29) Store name/Address No.
- (30) Tax print ON/OFF
- (31) 1st Unit Price (by count)
- (32) 1st Unit Price (fix)

COMMODITY DESCRIPTION



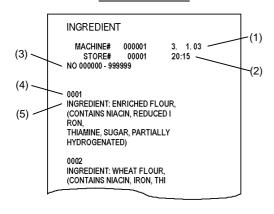
- (1) Date
- (2) Time
- (3) PLU No. Start/End code
- (4) Commodity No.
- (5) Commodity name

DEPARTMENT NAME



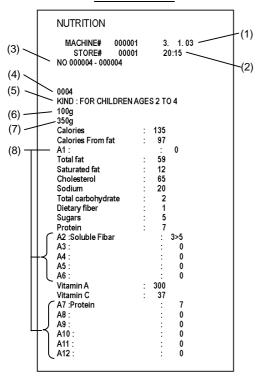
- (1) Date
- (2) Time
- (3) Department No. Start/End code
- (4) Department No.
- (5) Department name

INGREDIENT



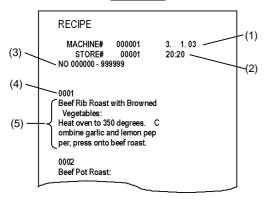
- (1) Date
- (2) Time
- (3) Ingredient No. Start/End code
- (4) Ingredient No.
- (5) Ingredient name

NUTRITION



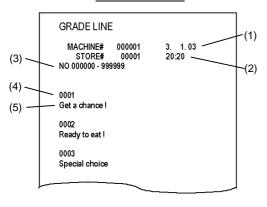
- (1) Date
- (2) Time
- (3) Nutrition No. Start/End code
- (4) Nutrition No.
- (5) Nutrition kind
- (6) Serving size
- (7) Service size per container
- (8) Additional nutrient

RECIPE



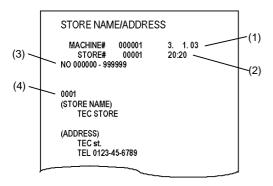
- (1) Date
- (2) Time
- (3) Recipe No. Start/End code
- (4) Recipe No.
- (5) Recipe

GRADE LINE



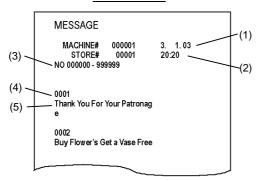
- (1) Date
- (2) Time
- (3) Grade Line No. Start/End code
- (4) Grade Line No.
- (5) Grade Line

STORE NAME/ADDRESS



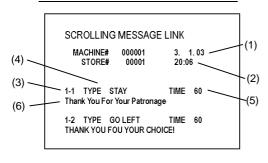
- (1) Date
- (2) Time
- (3) Store name/Address No. Start/End code
- (4) Store name/Address

MESSAGE



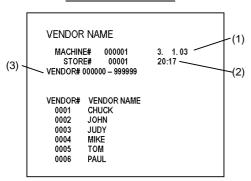
- (1) Date
- (2) Time
- (3) Message No. Start/End code
- (4) Message No.
- (5) Message

SCROLLING MESSAGE LINK



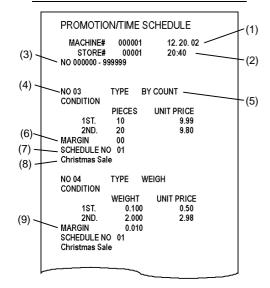
- (1) Date
- (2) Time
- (3) Scrolling Message No.
- (4) Display type
- (5) Display time
- (6) Scrolling Message

VENDOR NAME



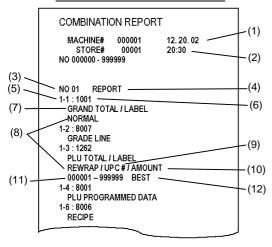
- (1) Date
- (2) Time
- (3) Vendor No. Start/End code

PROMOTION/TIME SCHEDULE



- (1) Date
- (2) Time
- (3) Promotion/Time Schedule No. Start/End code
- (4) Promotion/Time Schedule No.
- (5) Mode type for the promotion
- (6) Margin for By count mode item
- (7) Promotion schedule No.
- (8) Promotion schedule name
- (9) Margin for Weigh mode item

COMBINATION REPORT



- (1) Date
- (2) Time
- (3) Combination Report No.
- (4) Combination Report name
- (5) Combination Report link No.
- (6) Report No.
- (7) Report name
- (8) Total memory type
- (9) Code type
- (10) Analysis type
- (11) Start/End code
- (12) Data type

19.3 Combination Report

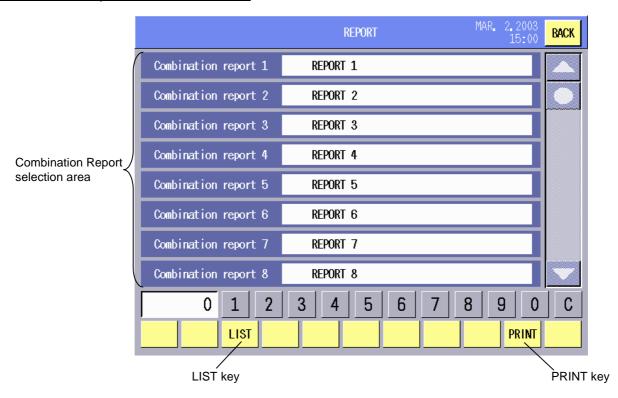
In this operation, you can print out sales data and programmed data, which were programmed in **Section 14.11 Combination Report Setting**, on the journal paper. Also you can confirm the contents of a combination report on the screen.

How to enter the Combination Report Main Menu

[MAIN MENU] → [REPORT] or [RESET] → [COMBINATION REPORT]

The following Combination Report Main Menu screen will appear when the **[COMBINATION REPORT]** key of the Report/Reset Mode Main Menu is touched.

Combination Report Main Menu screen



Key Functions

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Key	Function
LIST	Used to display the contents of selected combination report.
PRINT	Used to print out the selected combination report on the journal paper.

Report Printing Procedure

Procedure

1. Touch a Combination Report area of the desired Report No. or input the Report No. (max. 4 digits) with the numeric keys.

NOTE: For the Report No., refer to the Table in Section 14.11.

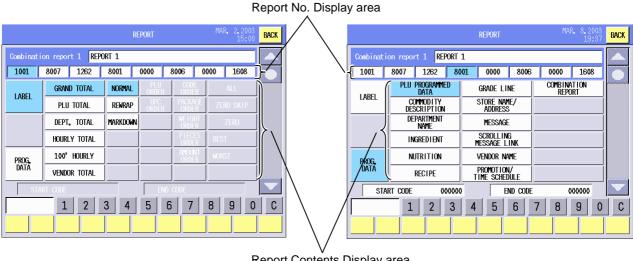
2. Touch the [PRINT] key to start printing.

When pausing printing, touch the **[PAUSE]** key. When restarting, touch the **[CONTINUE]** key. When canceling, touch the **[Cancel]** key.

NOTE: The formats of reports programmed in a Combination Report match with those of the reports described in Sections 19.1 and 19.2. For details, refer to these sections.

How to confirm the contents of Combination Reports

Combination Report confirmation screen



Report Contents Display area

Combination Report Confirming Procedure

Procedure

1. Touch the desired Combination Report No. or input the Report No. (max. 4 digits) with the numeric

NOTE: For the Report No., refer to the Table in Section 14.11.

- 2. Touch the [LIST] key.
- 3. Touch the desired Report No. in the Report No. Display area to display the contents.

19.4 Total Data Transmission

In this operation, you can upload registered total data from the Satellite Scale to the Master Scale.

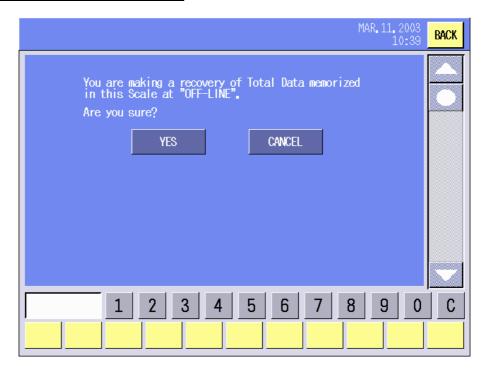
NOTE: This operation is unavailable in the Stand-alone Scale and the Master Scale.

How to enter the Total Data Transmission Main Menu

[MAIN MENU] → [REPORT] → [TOTAL DATA TRANSMISSION]

The following Total Data Transmission Main Menu screen will appear when the **[TOTAL DATA TRANSMISSION]** key of the Report/Reset Mode Main Menu is touched.

Total Data Transmission Main Menu screen



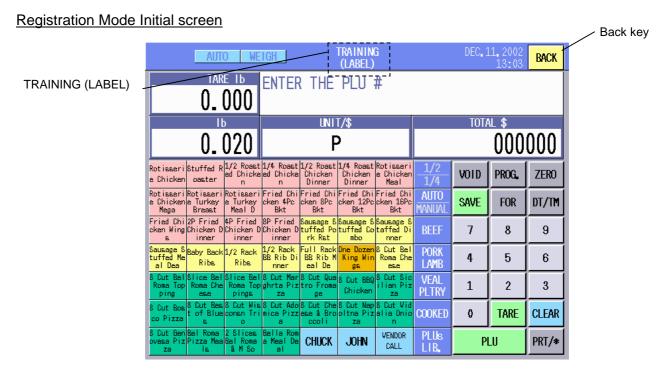
Key Functions and Procedure

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Key	Function								
YES	Used to perform Total Data Transmission.								
CANCEL	Used to cancel Total Data Transmission.								

20. TRAINING MODE

The Training Mode is intended for the operators to practice the operation of this scale. Without storing the data, you can weigh commodities and issue labels just like an actual transaction.

When the **[TRAINING (LABEL)]** key of the main menu is touched, the Registration mode initial screen will appear showing "TRAINING (LABEL)" on top of the screen.



NOTES:

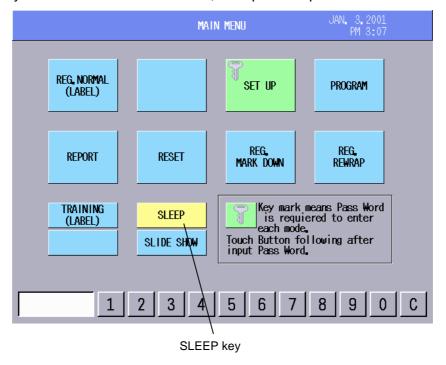
- 1. Operating procedures are same as those of the Registration Mode. Refer to Section 16.
- 2. The [BACK] key in this mode is used to cancel the Training mode and return to the main menu.
- 3. A "T" is marked on the labels printed in this mode.



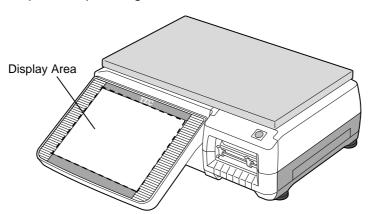
21. SLEEP MODE

While this scale is not used, you can make the operation panel sleep without turning off the power.

When the [SLEEP] key of the main menu is touched, the operation panel will become dark as follows.



To cancel the Sleep mode, touch anywhere on the display area. The last Registration mode display will be displayed on the operation panel again.



22. SLIDE SHOW MODE

While the scale is not used, you can make the operation panel display up to 5 different images continuously. The images are shown by rotation for 5 seconds each.

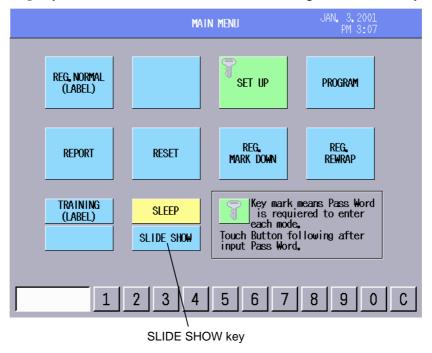
The data to be used should be saved on a flash memory card on the following conditions:

File format: Windows BMP, 256 colors, 640 dots (W) x 480 dots (H)

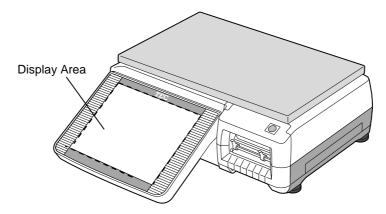
File name: DEMO0.BMP, DEMO1.BMP, DEMO2.BMP, DEMO3.BMP, DEMO4.BMP

Folder name: DEMO

When the [SLIDE SHOW] key of the main menu is touched, the images are shown by rotation.



To cancel the Slide Show mode, touch anywhere on the display area. The main menu will be displayed on the operation panel again.



23. TROUBLESHOOTING

WARNING!

This scale has been manufactured under strict quality control. If you have any trouble, however, DO NOT ATTEMPT TO FIX IT BY YOURSELF. Pull the power plug out of the outlet, and contact the authorized TOSHIBA TEC service representative.

Phenomenon	Cause	Solution
Nothing is displayed after the power is on.	 The power plug is not inserted into the AC outlet correctly. A power failure occurs or the power doesn't come on to the outlet. On your site, the circuit breaker is turned off. Brightness of the operation panel is not adjusted correctly. 	 Insert the power plug into the AC outlet. (Refer to Section 5.) Make sure if the power is supplied to other electric devices. Check the circuit breaker. Adjust the brightness with the [BRIGHTNESS ADJUSTMENT] key.
No label is issued.	 The label is not set correctly. The specified label format doesn't match the label to be used. The label cassette is not set correctly. 	 (Refer to Section 16.1.11.) Re-load the label correctly. (Refer to Section 8.) Set the label of specified format Number. (Refer to Section 16.1.2.) Re-load the label cassette correctly. (Refer to Section 8.)
Label is not printed in proper position.	 The label is not set correctly. The specified label format doesn't match the label to be used. The label format such as feed length is not programmed correctly. 	 Re-load the label correctly. (Refer to Section 8.) Set the label of specified format Number. (Refer to Section 16.1.2.) Set the label format correctly. (Refer to Section 15.2.)
A specific item is not printed.	This item is set to "PRINT OFF".	Set the item to "PRINT ON". (Refer to Section 16.1.1.)
Unclear printing or poor printing	 The label doesn't match the label type at print tone setting. Print tone is incorrect. The TOSHIBA TEC-approved label is not used. The print head is dirty. 	 Set the label type to match the label to be used. (Refer to Section 15.2.) Adjust the print tone. (Refer to Section 15.2.) Replace with the TOSHIBA TECapproved label. Clean the print head. (Refer to Section 11.)
No receipt is issued.	 The receipt is not set correctly. The receipt cassette is not set correctly. 	 Re-load the receipt correctly. (Refer to Section 8.) Re-load the receipt cassette correctly. (Refer to Section 8.)
Receipts or labels in Batch mode skew to the right.	The label roll stopper doesn't contact with the label.	Pull out the label cassette, and then tightly contact the label roll stopper with the label. (Refer to Section 8.)
Labels skew in Strip mode.	 The label roll stopper doesn't contact with the label. The paper skew stoppers do not match the label width. 	 Pull out the label cassette, and then tightly contact the label roll stopper with the label. (Refer to Section 8.) Adjust the paper skew stoppers with the label width. (Refer to Section 11.3.)

• Before You Call for Service

It is our primary concern to give you full satisfaction and better service. If, however, any problem arises in connection with the operation of this scale, please check the following points before calling for service:

- A) Is the power plug fully plugged into an AC outlet?
- B) Is the power turned ON?
- C) Is AC power being properly supplied to the outlet? (Check it using another electric appliance.)
- D) Check the circuit breaker.
- E) Has there been a power failure of any sort?
- F) Has the operation been carried out in the correct order?

24. ERROR MESSAGE TABLE

Take the following action if an error message appears on the commodity name display along with the buzzer sounding.

WARNING!

If you cannot solve the problem with the following solution instruction, do not attempt further troubleshooting by yourself. Turn the power off, unplug the scale, then contact authorized TOSHIBA TEC Service representative for assistance.

Do not attempt to repair or adjust alone because electrical equipment is dangerous.

Error Message	Cause	Solution		
Programmed data is incorrect.	The programmed data of selected item is incorrect.	Correct the programmed data.		
No PLU is programmed.	No PLU is programmed.	Program a correct PLU.		
MC has not performed format yet.	Memory card (ATA or CF) has not been formatted yet.	Format the memory card (ATA or CF).		
No MC is inserted.	Scale cannot detect the memory card (ATA or CF).	Re-insert the memory card (ATA or CF).		
Data is over the capacity of MC.	Memory card capacity doesn't satisfy the size of data to be saved.	 Delete part of the files from the memory card. And reduce the files to be saved in the memory card. Prepare another memory card. 		
No File is found in MC.	Scale cannot detect the selected files on the memory card (ATA or CF).	Store data into the memory card.Change the allocated Number.		
Data is over the File capacity.	File capacity filled up with the programmed data.	Sort the files by the [SORT] keyDelete unnecessary files.		
Price is over the limitation.	The Number of digit of the price exceeds the limit.	Re-program the unit price and the weight.		
Price 0 is not allowed.	By the initial setting, label printing cannot be performed when price is 0 in Registration mode.	 Retry the operation so that the price is not 0. Ask your authorized TOSHIBA TEC representative to change the initial setting. 		
There is no space to be printed.	Data of PLU, Commodity, Grade Line, Unit Price, Weight, and Price cannot be printed.	Re-program the name so that the Number of characters is within the maximum. Re-program the sub-page on that the		
		 Re-program the sub name so that the Total Number of characters of the name and the sub name is within the maximum. 		
Appointed range is incorrect.	The selected start PLU# is over the selected end PLU#.	Re-program the start PLU# and the end PLU#.		
Paper end is detected now. Please set new Paper.	The label ended.	Set a new label.		

(Continued)

Error Message	Cause	Solution		
Paper Feed Error occurs. Please adjust print	The label format doesn't match the label cassette or the print start position is incorrect.	Re-load the label. Re-program the label format.		
position.				
Abnormal Head Temp. is detected.	Thermal head temperature is over the limit.	Leave the scale on for 3 minutes or more, and then perform operations.		
Abnormal Head source is detected.	The power source for thermal head is incorrect because of the circuit failure.	Turn off the power, and then ask your authorized TOSHIBA TEC representative.		
Unit Price is over the limit.	The Number of digits of the Unit Price is over the maximum limit.	Re-program the Unit Price so that the Number of digits is within the maximum limit.		
The number of letters is over the limit.	The Number of characters is over the maximum limit.	Re-program the name so that the Number of characters is within the maximum limit.		
Format Read Error occurs.	The selected label format cannot be read because of incorrect memory.	Reset the label format in the label format setting mode.		
Format No. Error occurs.	Because unavailable Format No. is selected, the label format cannot read.	Re-program a correct label format Number.		
Press C key and set correct Format, please.				
Appointed code is not found.	The selected code doesn't exist in the file.	Enter a correct code which exists in the file.		
Flash Rom Write Error occurs.	Because of Flash-ROM failure, the selected data cannot be written into the Flash-ROM.	Turn off the power, and then ask your authorized TOSHIBA TEC representative.		
Flash Rom Format Error occurs.	Because of Flash-ROM failure, data in the Flash-ROM cannot be erased.	Turn off the power, and then ask your authorized TOSHIBA TEC representative.		
No data is found.	The selected item and data are not found in the memory.	Enter a correct Code Number.		
The File is full.	There is no space for saving the selected data.	Delete unnecessary PLU data from the file.		
There is no File of PLU Field information.	Because the PLU file is damaged, the selected PLU cannot be called.	Delete this PLU file, and then re-program the PLU field.		
This position is over the frame.	The selected position is out of the label format area.	Re-program the label format so that the print position is within the format.		
MC Access Error occurs.	File and folder information cannot be taken from the memory card.	Turn off the power, and then ask your authorized TOSHIBA TEC representative.		
This Format is not selectable.	The selected label format Number doesn't exist.	Specify the label format Number which is available for this scale.		
Folder cannot be made.	The Number of digits of folder name is over 8 digits.	Set the folder name with up to 8 digits of alphabets and numeric.		

(Continued)

Error Message	Cause	Solution		
This makes Print Field be gone.	Print field may be gone by operations such as reducing label length.	Set the print position correctly.Delete the print field data.		
Data is over the File capacity. Please perform Initialize except standard Format.	There is no vacant area in Flash-ROM for label format files.	 Sort the files by the [SORT] key Initialize the format files. 		
UP. Discount value is incorrect.	FSP discount unit price exceeds the regular unit price.	Set the FSP discount unit price being cheaper than the regular unit price.		
Input code is out of range.	The Start Code exceeds the End Code.	Re-program the Start Code and the End Code correctly.		
Vendor is not found.	The selected vendor name doesn't exist.	Program the vendor name and the Number.		
FC is in busy.	Local communication error.	 Wait a moment. Turn on the backup master scale, and then check the connection and the communication setting regarding local communication. 		
FC Timeout Error occurs.	Local communication error. Master scale is in busy.	Turn on the backup master scale, and then check the connection and the communication setting regarding local communication.		
Deleting of PLU is prohibited before Reset.	The selected PLU total memory is not reset.	Reset the PLU total memory, and then delete the PLU.		
Tare required.	Tare is not set before label issuing in compulsory tare mode.	Subtract the tare, and then enter the PLU data.		
%Tare Weight over.	The % tare weight is over the maximum limit.	Reduce the quantity of items to be weighed.Make sure the % tare weight.		
Scale failed in transmission of Data.	Because of communication error, the data in the satellite scale in OFF-LINE mode cannot be transmitted to the master scale.	Turn on the backup master scale, and then check the connection and the		



